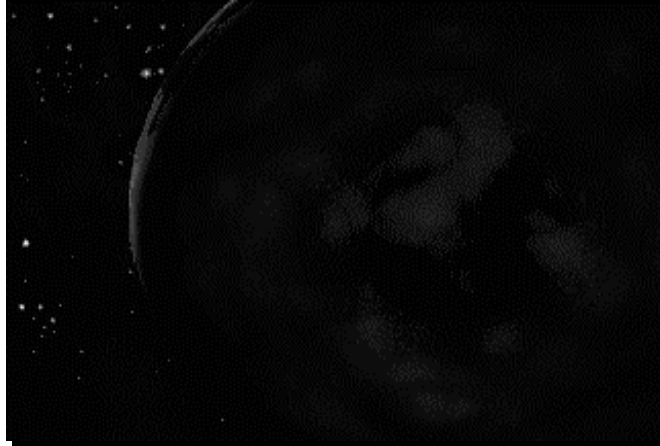




## Status Cue Seminar



## Fixture Information

*Understanding Your Tools*



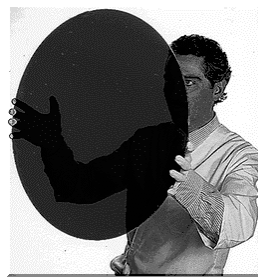
## Vocabulary

### *Terms to Know*

- Dichroic Filter
- Gobo / Lithopattern
- Console / Desk
- Fixture / Luminaire

## Dichroic Filters

### *What are They?*



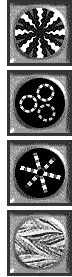
- Dichroic filters are multi-layer thin-film coatings deposited on a glass substrate using high vacuum deposition techniques. Each film layer is approximately one one-thousandth of a millimeter thick. The film coating typically consists of between 20 and 50 separate layers. The substrate is a special type of glass that has low thermal expansion properties.

## Pattern Projections

### *3 Different Types*



- **Gobos** are thin metal plates etched to produce a design which can then be projected.



- **LithoPatterns** are high resolution glass gobos using thermo-resistant metal coated glass to produce intricately detailed artwork and photographic images in full color. These etched designs provide greater durability and creative finesse than can be achieved using traditional stainless steel gobos.



- **Art Glass** textures provide a rich, three-dimensional sculptured appearance to the light, adding instant depth and interest

## Console

### *Controlling the Fixtures*

- There are several terms for Lighting Controllers:
  - Console
  - Desk
  - Light Board
  - Controller



- We will be using the Status Cue lighting console

## Fixtures

### *Understanding the Tools*

- Cyberlight
- Studio Color
- Intellabeam
- Trackspot
- AF1000
- F100
- Nebula

## Cyberlight

### *Attributes*



- Color Wheel
  - 8 positions, 8 1/2 colors, 8 spins fwd/rev
- Gobo Wheel
  - 8 positions, 8 spins fwd/rev, 8 slow/fast scans
- Rotating Gobo Wheel
  - 5 positions, indexable 0-360°
- Rotation Speed
- Frost - variable



## Cyberlight *Attributes*



- Effects Wheel - 8 positions
  - Prism
  - Mosaic
  - Yellow
  - Open
  - Pink
  - Wide angle
  - Diffusion
  - Cyan
- Mspeed
- Focus

## Cyberlight *Attributes*



- Zoom ->CL, SV
  - 12-22 degrees
  - 16-26 degrees with Wide angle lens
- Zoom ->CX
  - 3 selectable zoom lens positions
- Iris
- Dimmer
- Red, Green, Blue (RGB) subtractive color mixing
- Gate (shutter)
  - Strobe
- Pan/Tilt - 170/108 degrees

## Studio Color

### *Attributes*



- Pan/Tilt - 370/240 degrees
- Mspeed
- Color Wheel
  - 6 positions, indexable, spins fwd/rev
- Red, Green, Blue (RGB) subtractive color mixing
- Gate (shutter)

## Studio Color

### *Attributes*



- Effects Wheel 1 - indexable (zoom on SQ)
  - Narrow spot (open)
  - Wide angle
  - Vertical beam shaping
  - Horizontal beam shaping
  - Narrow spot (open)
- Effects Wheel 2 - indexable (focus on SQ)
  - Narrow spot (open)
  - Frost angle
  - Horizontal beam shaping
  - Vertical beam shaping
  - Narrow spot (open)

## Intellabeam

### *Attributes*



- Color Wheel
  - 12 positions, 12 1/2 colors, fast/slow oscillation, spins fwd/rev
- Gobo Wheel
  - 12 positions, fast/slow shakes, spins fwd/rev
- Iris
- Mspeed
- Dimmer
- Pan/Tilt
- Gate (shutter)

## Trackspot

### *Attributes*



- Color Wheel
  - 10 positions, 10 1/2 colors, fast/slow oscillation, spins fwd/rev
- Gobo Wheel
  - 10 positions, fast/slow shakes, spins fwd/rev
- Mspeed
- Dimmer
- Pan/Tilt
- Gate (shutter)

## AF1000

### *Attributes*



- Intensity
- Duration
- Rate

## F100 & Nebula

### *Attributes*



- Output Volume

## Power Requirements



- Cyberlight
  - Voltage Selections
    - 208v@60Hz
    - 230v@60Hz
    - 205v@50Hz
    - 230v@50Hz
    - 240v@50Hz
  - Power Consumption
    - 8 amps at all voltages
- Studio Color
  - Voltage Selection
    - Auto Sensing 100v-230v @ 50/60Hz
  - Power Consumption
    - 4.3 amps @ 230v

## Power Requirements



- Intellabeam
  - Voltage Selections
    - 100V, 120V, 230V @ 50/60 Hz
  - Power Consumption
    - 8.5 amps @ 100v
    - 7.4 amps @ 120v
    - 4.8 amps @ 230v
- Trackspot
  - Voltage Selections
    - 100v,120v,140v,200v,220v,240v @ 50/60 Hz
  - Power Consumption
    - 2 amps @ 120v
    - 1 amp @ 240v

## Power Requirements



- AF1000
  - Voltage Selection
    - Auto Sensing 100v-230v @ 50/60Hz
  - Power Consumption
    - Maximum current consumption = 20 amps
    - Standard Mode = 3 units per 20 amp breaker @ 90-255VAC
    - Architectural Mode = 2 Units per 20 amp breaker @ 90-255VAC
    - Special Effects Mode = 1 unit per 20 amp breaker @ 190-255VAC
- F100
  - Voltage Selection
    - 120v @ 60 Hz
    - 240v @ 50 Hz
  - Power Consumption
    - 14 amps @ 120v
    - 7 amps @ 240v

## Fixture Weights



- Cyberlight
  - 100.50 lb (45.6 kg)
- Studio Color
  - S - 57 lb (26 kg)
  - M - 68 lb (30.9 kg)
- Intellabeam
  - 66 lb (30.0 kg)
- Trackspot
  - 23 lb (10.4 kg)
- AF1000
  - 3.9 lb (1.77 kg)

## DMX Addressing principles

### *Communications*

- What is DMX512?
- 3 or 5 pin?
- Termination
- How many channels does the fixture use?
- Where does the fixture address start?
- Troubleshooting

## What is DMX512

- **DMX 512** is a standard protocol by means of which theatre lighting control desks can communicate with lighting equipment. It was designed to allow equipment from different companies to be used together easily.
- **3 or 5 pin?**
  - Pin Usage
    - pin 1- shield
    - pin 2- data complement
    - pin 3- data true
    - pins 4&5 - reserved
- **Termination**
  - 120 ohm 1/4 watt resistor between pins 2&3
    - Corrects Data looping problems

## How Many Channels does the Fixture Use? *DMX Addressing*

• You must consider the number of channels each fixture will use to determine its individual Starting Address

• Studio Color Example:

- 1 (1-16 DMX)
- 2 (17-32 DMX)
- 3 (33-48 DMX)

- Cyberlight
  - 20 Channels DMX
  - 15 Channels DMX (CX)
- Studio Color
  - 16 Channels DMX
- Intellabeam
  - 7,8,11, or 13 Channels DMX
- Trackspot
  - 7 Channels DMX
- AF1000
  - 1, 2, or 3 Channels DMX
- F100 / Nebula
  - 1 Channel DMX

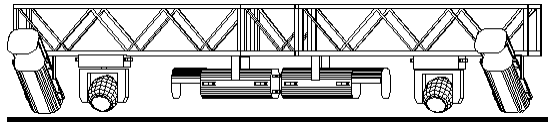
## Troubleshooting *Why Problems Occur*

- Lack of termination
- Bad data cables
- Improper addressing / personality settings
- Incompatible patching on console



## Fixture Setup

### *Preparing the Rig*



- Cyberlight
- Studio Color
- Intellabeam
- Trackspot
- AF1000
- F100 / Nebula

## Fixture Setup

### *Cyberlight*

- Personality: 1&2 ON - “Non-Bink”  
Dimming
- Address: same for both LWR and DMX
  - #7 ON for DMX
  - Address chart on back of fixtures

## Fixture Setup

### *Studio Color*

- Fixture # or discrete DMX address
- Select DMX or NUM from the SET menu

## Fixture Setup

### *Intellabeam & Trackspot*

- Intellabeam
  - Self Terminating
  - LWR Address chart on back of fixtures
  - Binary addressing for DMX
- Trackspot
  - LWR mode preferred
  - Address chart on back of fixtures

## Fixture Setup

### *AF1000*

- 3 Channel Mode
  - Personality 3,4,5 ON
- Architectural Mode
  - Personality 7 ON
- DMX addressing using binary method
  - Address chart in manual

## Fixture Setup

### *F100 & Nebula*

- DMX remote required for F100
- DMX addressing using binary method
  - Address chart in manual

## Fixture Tricks

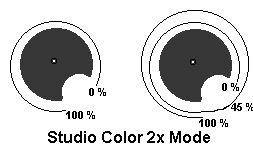
### *Getting the Most Out of Your Fixtures*

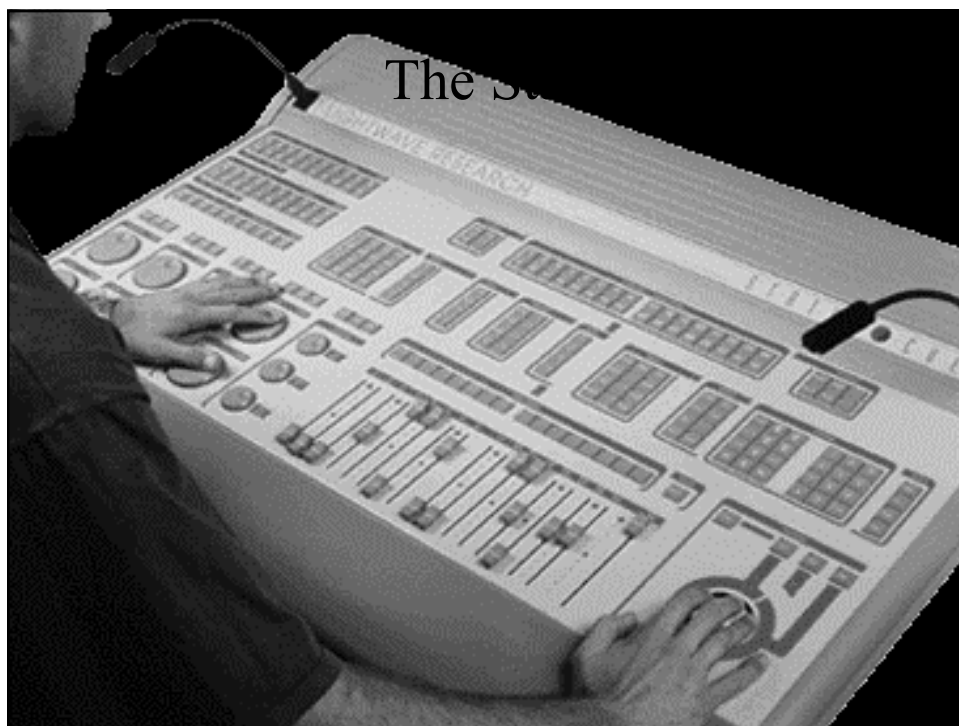
- Cyberlight
  - Image layering
- Studio Color
  - Random Strobe
  - Random Color
  - Color Cycle
  - 2x Mode
- AF1000
  - Thermal Considerations

## Studio Color 2x Mode

### *How it Works*

- 2x mode allows the color mixing wheels to rotate two times
- When you set the wheels at 45%, then you can quickly bump to colors or smoothly fade to them
- Try to program your entire show in either 1x or 2x mode as switching between the modes can cause the color mix wheels to spin





## Programming the Status Cue

### *Features*

- PC requirements
- LinkCard
- Software requirements
- Midi Card
- Console

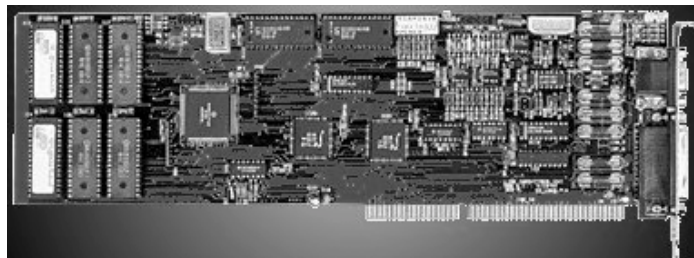
## Status Cue Hardware

### *Requirements*

- PENTIUM with 16 meg RAM or
- 486/33Mhz 16 meg RAM
- 8 meg RAM per additional LinkCard

## The LinkCard

### *Communication Link between Computer and Fixtures*



- up to 4 per computer
- 2 data lines per LinkCard
  - each line DMX or LWR

## Number of Fixtures per LinkCard

- 1024 DMX channels
- 32 (LWR) or 50 (DMX) Cyberlights
- 68 (DMX) Cyberlight CX
- 64 (LWR) or 84 (DMX) Intellabeams
- 64 (LWR) or 146 (DMX) Trackspots
- 64 (DMX) Studio Colors
- 340 Color Pro (DMX Interface)
- 340 AF1000 (DMX) (3 ch. mode)
- Additional DMX Fixture Library is also included

## Software

### *Requirements*

- Windows 3.1x
- Windows 95

*The current released version of Status Cue is:*

***V3.21***

## MIDI Card

### *Additional Communication*

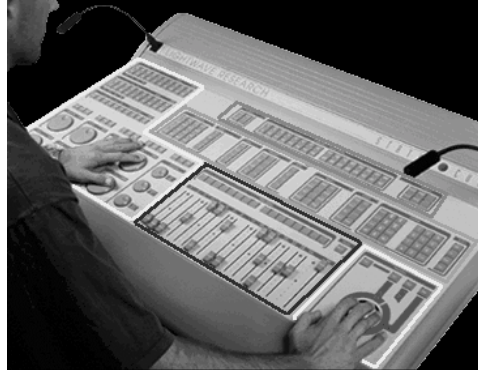
- Provides Flexibility for Cue Playback via Automation or Manual Control
- Allows Status Cue to send & receive MIDI Show Control, MIDI & SysEx Commands and to receive SMPTE or MTC
- Standard Requirements:
  - MUSICQUEST MQX-32M PC MIDI Interface
- **Note:** *MIDI Card is optional for the Status Cue*

## Console Overview

- Front Panel
- Setup of System



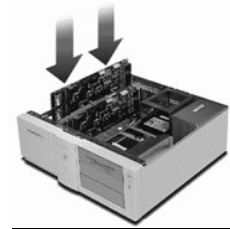
## Console Front Panel



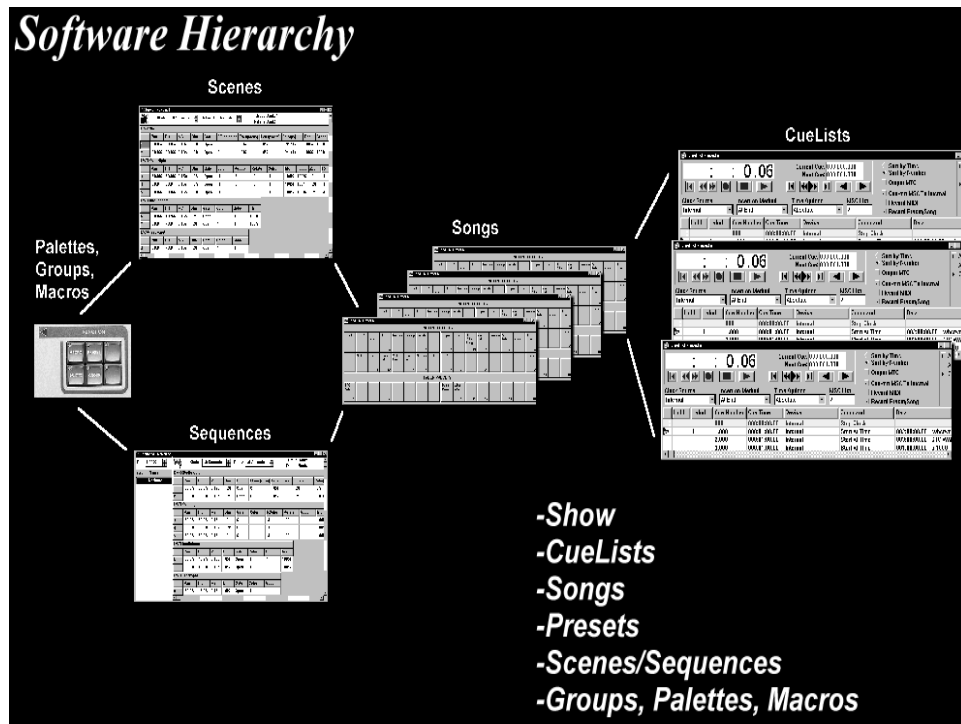
- Yellow: Constructs and Trackball
- Purple: Fader Presets
- Blue: Editing section including Objects, Memory functions, Keypad, etc
- Green: System Keys

## System Setup

### *Preparing for your Show*



- Install LinkCard (and if applicable MIDI card)
- LinkCard Setup (and if applicable MIDI card Setup)
- Optimize Virtual Memory for Status Cue (win3.1)
- Set Windows Display Driver=1024x768x256 small font
- Address & Daisy Chain Fixtures



## Hands On Exercise

- Power up the Computer

# The Scene

## *The Building Block of Status Cue*

- What we will discuss:
  - New
  - Blind Mode
  - Selecting Fixtures
  - Adjusting constructs
  - Xfade / Mspeed
  - Store
  - Recall
  - Close
  - Name

# Creating a New Scene


## *Opening an EDIT Window*

- To open a New Scene
  - 1. Press SCENE (OBJECT KEYS)
  - 2. Press NEW (MEMORY KEYS)
- This Scene window (also called an Edit window) allows access to the fixtures and their constructs
- Note: You must have a Edit window open in order to select a fixture





# The Scene Window

Scene - NoName1



Xfade

1.0 Seconds



Delay

1.0 Seconds



Group Bank: 1

Palette Bank: 1

DMX-Studio Color

	Pan	Tilt	MS	Dim	Gate	CFunc[color]	Frost[focus]	Lens[zoom]	Color[fx]	Red	Green
1	50.0%	50.0%	0.19s	0%	Open	C	0%	0%	0% <1>	100%	100%
2	50.0%	50.0%	0.19s	0%	Open	C	0%	0%	0% <1>	100%	100%

LWR-Cyberlight

	Pan	Tilt	MS	Dim	Gate	Color	RGobo	Rotate	Gobo	Iris	Focus	Zoom	FX
3	50.0%	50.0%	0.15s	0%	Open	1	3	0°	1	100%	100%	0%	4
4	50.0%	50.0%	0.15s	0%	Open	1	3	0°	1	100%	100%	0%	4
5	50.0%	50.0%	0.15s	0%	Open	1	3	0°	1	100%	100%	0%	4

LWR-Intellabeam

	Pan	Tilt	MS	Dim	Gate	Color	Gobo	Iris
6	50.0%	48.9%	0.15s	0%	Open	1	1	100%
7	50.0%	48.9%	0.15s	0%	Open	1	1	100%

LWR-Trackspot

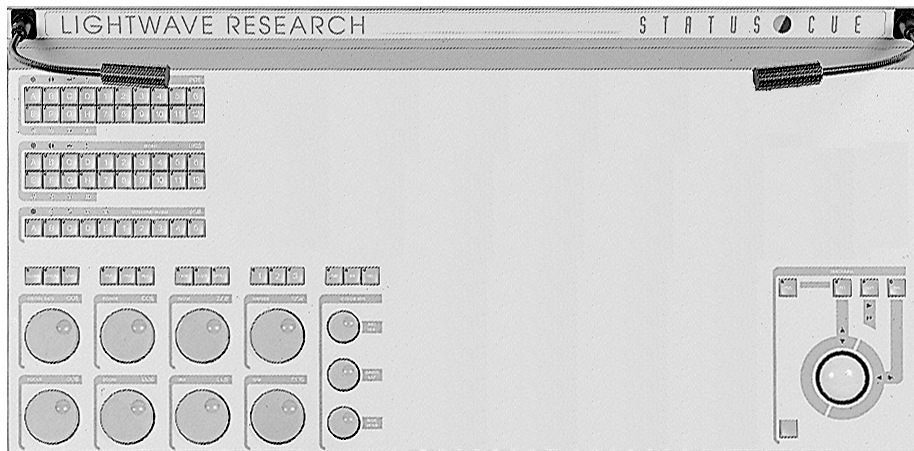
	Pan	Tilt	MS	Dim	Gate	Color	Gobo
8	50.0%	48.9%	0.15s	0%	Open	1	1

# Selecting Fixtures



- To select a fixture's number, simply type the number on the console keypad; it is not necessary to hit ENTER
- You may use the NOT, THRU, and AND buttons to select more than one fixture at a time

## The Construct Section of the Console



- Once fixtures are selected, the Construct sections become active
- NOTE: In a New Scene or Sequence DIM is defaulted to 0%

## Blind Mode

### *Why is it there?*

- Blind Mode interrupts the output of a LIVE Scene to the Fixtures, allowing the Programmer to build Scenes and Sequences while a Preset is active onstage
- Status Cue only forces you into BLIND Mode after 2 functions:
  - 1. When you open a NEW Scene for the first time after opening your Show
  - 2. When you GET a Preset to edit it

## Using Blind Mode



- The BLIND key is located in the MEMORY key section of the console
- Blind is active when the LED is flashing

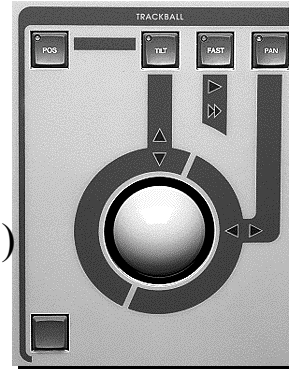
## Hands On Exercise

- Select Fixtures #1 thru 3, set Dim to 100%
- Turn off Blind mode

# The Trackball

## *Features*

- The trackball can be used to control the fixtures' movement by toggling on the POS key
- You can advance to the next fixture of the current group (ex1-5) whenever the POS LED is on by using the trackball (thumb) hot key
- Select one fixture to cycle through ALL fixtures using the hot key



# Selecting Fixtures



- You can advance to the next fixture of the current group using the Single Down Arrow (CONTROL KEYS)
- You can advance to the previous fixture of the current group using the Single Up Arrow (CONTROL KEYS)
- NOTE: *Sequence/Step mode depends upon preferences*

## Discreet Constructs

### *Quick access to Fixture Features*



Use the numbers to select a Color/Gobo, or speed selection (when spins are selected)

- A - Solid Color/Gobo
- B - Split color
- C - not used
- D - Mspeed
- E - Fwd wheel spin
- F - Rev wheel spin
- G - Color/Gobo slow scan
- H - Color/Gobo fast scan

**NOTE:** *These change depending upon Fixture type*

## Adjusting Constructs

### *Create your look*

- Once you select a fixture, you have immediate access to all of the constructs for that fixture
- Use the Construct Keys and Wheels to adjust values of the constructs as you build your look
- You do not need to press ENTER for any values as you move from fixture to fixture; all values are entered into the Scene as you adjust them
- **NOTE:** *If you have selected a fixture and set the Dim to 100% but still see no output, then check to see if BLIND Mode is off*



## Building the Scene

### *Making the Look*

- You may continue to select fixtures and adjust constructs as many times as necessary until the look is constructed
- You do not need to press Enter before selecting the next fixture
- You can use the AT key to enter % and Mspeed values via the keyboard

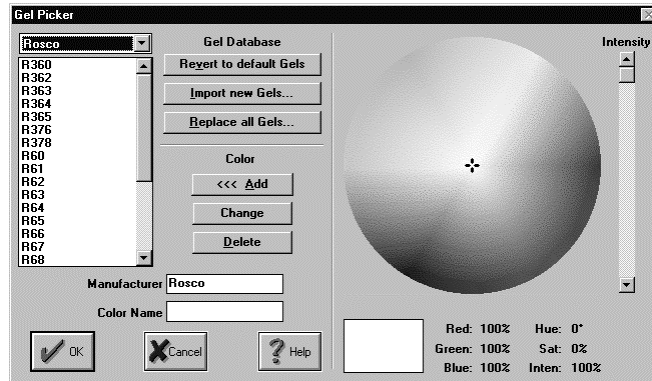
## Tools for Creating a Scene

### *Status Cue Features*

- Gel Lists/Color Picker
- H.S.I.
- Construct Copy

## The Gel Picker

- With a Scene open and a fixture selected, press the GEL button above the RGB wheels
- The Gel Picker window appears:

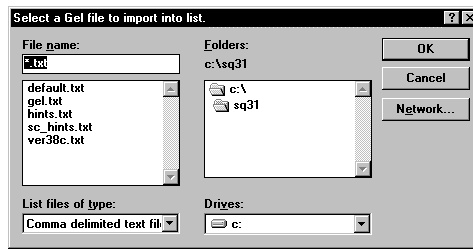


## The Gel Picker Window

### *The Gel Lists*

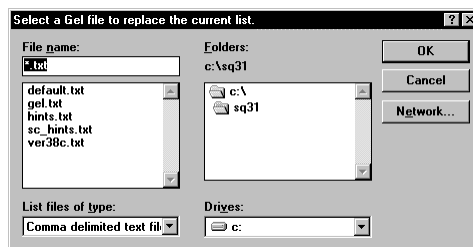
- You may select a color from the Gel List or create your own using the Color Picker
- Once a color has been created you may add it to the list by creating a new manufacturer (your name for example)

## Importing Gel Lists



- You may import previously created Gel Lists from other Shows as well by clicking on Import
- When this window appears select the file name you wish to import and click on OK

## Replacing Gel Lists



- You may also replace any existing Gel Lists with others from a different Show

## Hue, Saturation, Intensity

### *Another Method for Color Mixing*

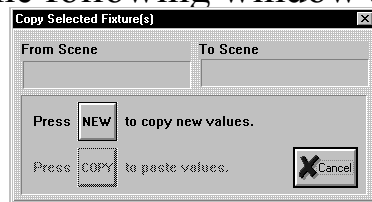
- With a Scene open and fixture(s) selected, press the H.S.I. button above the RGB wheels
- The three wheels now perform the following:
  - Hue: alters the hue (color) of the fixture's output
  - Saturation: increases or decreases the saturation of the current color
  - Intensity: increases or decreases the intensity of the current color using color mixing



## Construct COPY Feature

### *Copying Values*

- You can copy all Construct values from one or more fixtures to one or more fixtures
  - 1. With an Edit window open, select the source fixture(s)
  - 2. Press COPY (memory key)
- The following window appears:
  - 3. Press NEW (memory key) to Copy values

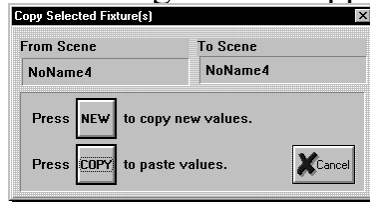


## COPY Feature

### *Pasting Values*

- You can Paste copied values multiple times until you copy new values again.
  - 1. With an Edit window open, select the destination fixture(s)
  - 2. Press COPY (memory key)

- The following window appears:



- 3. Press COPY (memory key) again to Paste values
- All construct information from the first fixture(s) are copied to the second fixture(s) automatically

## Hands On Exercise


### *Adjusting Parameters*

- Take a moment to get used to the Constructs section of the Status Cue
- Change colors, gobos, positions etc.

# XFADE

## *A Scene- Wide Parameter*

Scene - NoName1

Xfade

1.0 Seconds

Delay

1.0 Seconds

Group Bank: 1

Palette Bank: 1

DMX-Studio Color

	Pan	Tilt	MS	Dim	Gate	CFunc[color]	Frost[focus]	Lens[zoom]	Color[fx]	Red	Green
1	50.0%	50.0%	0.19s	0%	Open	C	0%	0%	0% <1>	100%	100%
2	50.0%	50.0%	0.19s	0%	Open	C	0%	0%	0% <1>	100%	100%

LWR-Cyberlight

	Pan	Tilt	MS	Dim	Gate	Color	RGobo	Rotate	Gobo	Iris	Focus	Zoom	FX
3	50.0%	50.0%	0.15s	0%	Open	1	3	0°	1	100%	100%	0%	4
4	50.0%	50.0%	0.15s	0%	Open	1	3	0°	1	100%	100%	0%	4
5	50.0%	50.0%	0.15s	0%	Open	1	3	0°	1	100%	100%	0%	4

LWR-Intellabeam

	Pan	Tilt	MS	Dim	Gate	Color	Gobo	Iris
6	50.0%	48.9%	0.15s	0%	Open	1	1	100%
7	50.0%	48.9%	0.15s	0%	Open	1	1	100%

LWR-Trackspot

	Pan	Tilt	MS	Dim	Gate	Color	Gobo
8	50.0%	48.9%	0.15s	0%	Open	1	1

# XFADE

## *What does it do?*

- XFADE time controls specific Constructs of the fixtures within a Scene
- You may only set one XFADE time within each Scene
- All fixtures within that Scene are affected by the set XFADE time

# XFADE

## *Adjusting the XFADE time*

- To edit XFADE time, you must have either a Scene or Sequence window open, then:
  - 1. Press XFADE (Scene keys)
  - 2. Type in a value using the console keypad
  - 3. Press Enter
- You may also use the mouse and click on the UP & DOWN arrows located next to the XFADE box to edit the time

Xfade 1.0 Seconds



## Constructs Using XFADE



### ***Cyberlight***

- There are SIX Constructs of the Cyberlight CL & SV that are controlled by XFADE time:
  - DIM
  - IRIS
  - FOCUS
  - ZOOM
  - FROST
  - COLOR MIXING

## Constructs Using XFADE



### *Intellabeam & Trackspot*

- Intellabeam Constructs controlled by XFADE time are DIM and IRIS
- Trackspot Construct controlled by XFADE time is DIM only

## Constructs using Xfade



### *Studio Color*

- Dimmer
- FX Wheel 1
- FX Wheel 2
- RGB Color Mixing



# Mspeed

## *Individual for each Fixture*

- Controls a fixture's PAN and TILT speed
- Can be assigned to certain constructs

## Assigning Mspeed to Constructs



- You may also assign the transitions of the Color Wheel, Gobo Wheel, Effects Wheel, and Rotating Gobo Wheel to the “MSPEED” value of a fixture
- Color Wheel or Gobo Wheel: Press the “D” Button
- RGOBO Wheel: Press the “E” Button
- Effects Wheel: Turn the Effect CC Wheel clockwise beyond the normal 8 positions to assign Mspeed
- **Note:** *Assigning Mspeed to Studio Color assigns Mspeed to all Motors*

# Assigning MSPEED to Constructs

Scene - NoName1 <modified>

Xfade 1.0 Seconds Delay 1.0 Seconds Group Bank: 1 Palette Bank: 1

**DMX-Studio Color**

	Pan	Tilt	MS	Dim	Gate	CFunc[color]	Frost[focus]	Lens[zoom]	Color[fx]	Red	Green
1	50.0%	50.0%	2.1s	100%	Open	C M	0%	0%	85%	100%	100%
2	50.0%	50.0%	2.1s	100%	Open	C M	0%	0%	85%	100%	100%

**LWR-Cyberlight**

	Pan	Tilt	MS	Dim	Gate	Color	RGobo	Rotate	Gobo	Iris	Focus	Zoom	FX
3	50.0%	50.0%	5.9s	100%	Open	4 M	1 M	R 2.2%	3 M	100%	100%	0%	1 M
4	50.0%	50.0%	5.9s	100%	Open	4 M	1 M	R 2.2%	3 M	100%	100%	0%	1 M
5	50.0%	50.0%	5.9s	100%	Open	4 M	1 M	R 2.2%	3 M	100%	100%	0%	1 M

**LWR-Intellabeam**

	Pan	Tilt	MS	Dim	Gate	Color	Gobo	Iris
6	50.0%	48.9%	5.9s	100%	Open	4 M	3 M	100%
7	50.0%	48.9%	5.9s	100%	Open	4 M	3 M	100%

**LWR-Trackspot**

	Pan	Tilt	MS	Dim	Gate	Color	Gobo
8	50.0%	48.9%	5.9s	100%	Open	4 M	3 M

- The Scene window displaying MSPEED assignments to all possible constructs for each fixture

## Storing a Scene

### *The Scratch Scene List*

- Once you build your look within the Scene window, you may store the Scene into a list called a SCRATCH LIST
- All Scenes stored here may be recalled and used anywhere in the Show

## Storing a Scene

### *Procedure*

- To Store a Scene, first you must have a Scene window open and active (active refers to the Scene LED ON in the OBJECT key section)
- 1. Press SCENE (only if Scene is not active)
- 2. Press STORE (Memory keys)
- Type in a name using the keyboard
- Press ENTER



## The Scene Store Window



## Naming a Scene

### *What's in a name?*

- The name given to the Scene will also be assigned to the Preset(s)
  - 1. Make sure Scene is the active Object
  - 2. Press Name in the Memory group
  - 3. Enter a name and press ENTER



## Closing a Scene

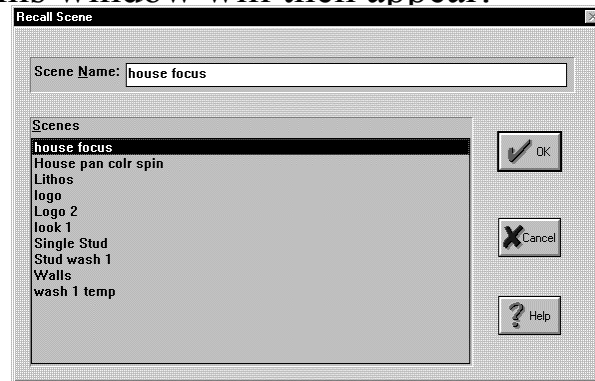
### *Closing the Window*

- To Close a Scene, first check that the Scene window is active
- Press CLOSE (Memory group)
- If the Scene has not been stored, a prompt window will appear asking if you want to store before closing
- If you are not planning on using the Scene again, it is not necessary to store it as this process increases the Show file size
- Tip: Store only Scenes that you may want to recall later



## Recalling a Scene

- To Recall a Scene
  - 1. Press Scene (OBJECT key)
  - 2. Press Recall (MEMORY key)
- This window will then appear:



## Recalling a Scene

- Select the Scene name using the mouse, or type the first letter of the name of the Scene to automatically scroll down the window
- Click on OK or press ENTER
- The Scene window will appear
- At that point you may edit the Scene without affecting the stored version of the Scene
- You may store the edited Scene again either with the same name or a different name

# The Scene

## *Review*

- What we covered:
  - Opening a New Scene
  - Blind Mode
  - Selecting fixtures
  - Adjusting Constructs
  - Using Xfade / Mspeed times
  - Storing a Scene
  - Closing a Scene
  - Recalling a Scene
  - Naming a Scene

## Hands On Exercises

### *Building Scenes*

- Scene 1: All fixtures in Blue (color wheel or RGB) in a position with Xfade 2.0 sec
- Scene 2: All fixtures in Stars pattern (if applicable) with Mspeed 3.3 sec; & assign Mspeed to Gobo wheel; Dim Studio Colors to 0%
- Scene 3: Cyberlights with Rgobo #4 and Prism in white; other fixtures in red. Xfade time 4.0 sec
- Store each Scene into the Scratch Scene list

## Presets

### *Playing Back your Scenes & Sequences*

## Presets

### *Their Relationship to the Song*

- Presets are stored within a Song
- There are 48 total Presets within 1 Song
  - 32 Instant Presets
  - 16 Fader Presets
- You may have an unlimited number of Songs per Show
- To create a Preset, you will need to be familiar with the location of the Song keys:

## The SONG Keys

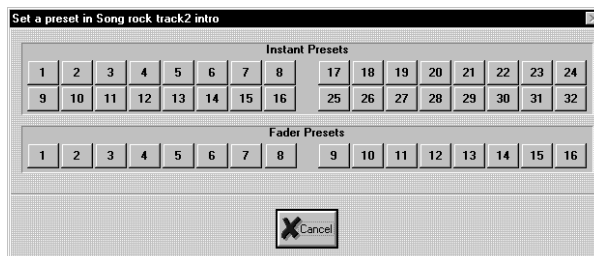
### *Console Location*



## How to Create a Preset

### ***SET***

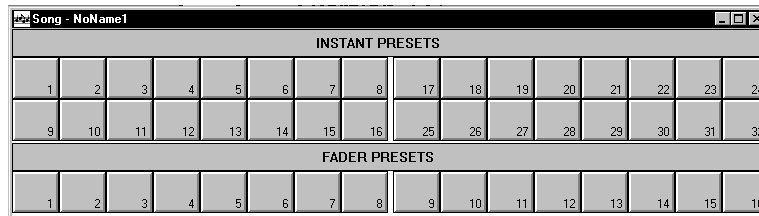
- To place a Scene or Sequence onto a Preset you must SET it
  - 1. You must have a Scene or Sequence Edit window open on your screen
  - 2. Press SET (Song key)
- The following window will appear:





## Setting a Preset

- At this point you may simply press the Preset button corresponding to the number where you want to SET the Scene or Sequence
- The name of the Scene or Sequence will appear in the Song window on the Preset button where you SET it:



- You may continue editing the Scene or Sequence before closing it; otherwise you should close it at this time

## SET

### *Additional Things to Know*

- Setting a Scene or Sequence to a Preset places a copy only of that Edit window into the Preset
- You may continue to edit the Scene or Sequence after SETTING it to a Preset without affecting the Preset

## Hands On Exercises

### *Preset*

*s*

- Recall and Set each of the three Scenes you made into Instant Presets 1-3

## Additional Fixture Options

### *More things to do with Fixtures*

- ID
- Flip
- Home
- Fixture Shutdown

## ID

### *Identifying a Fixture*

- Press the ID (Fixture Key) button to identify the selected fixture(s)
  - Depending upon the Preference settings, the selected fixtures will be highlighted from the uns (Background) fixtures
- ID will remove all Color and Iris (if selected) from the current fixture(s), open the gate(s) and dim them to 100%, yet the Scene or Sequence data remains untouched
- Double click the ID button to latch into ID mode
  - Press ID again to release it



## Flip

### *A Movement Tool*

- Press the FLIP (Fixture Key) button to move yoked fixtures to their opposite PAN and TILT positions
  - This is useful when panning and you reach the limit of the fixture
- Flip also observes the PAN only and TILT only modes



# HOME

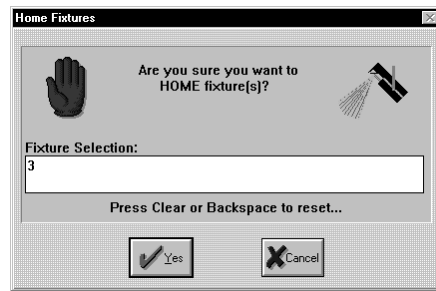
## *Resetting a Fixture*

Resets all mechanical wheels and motors & strikes the lamp

- Steps to HOME a fixture or fixtures:
  - 1. Press HOME
  - 2. Type the fixture number(s) on the console keypad
  - 3. Press ENTER
- The fixture(s) will HOME and rejoin the active state of the Show when complete



## The Home Window



# Fixture Shutdown

## *Steps to Shutdown a Fixture(s)*

- 1. Choose SHUTDOWN FIXTURE... from the Configure drop down menu
- 2. Type the fixture number(s) on the console keypad
- 3. Press ENTER or click OK
- The fixture(s) will SHUTDOWN
  - To restart fixtures, simply HOME them



## The Fixture Shutdown Window



## Sequences

### *Adding Animation to Your Show*

## Sequences

### *Items We Will Cover:*

- New
- Inserting Steps
- Go
- Rate
- Delay
- Naming Sequences and Steps
- Store/Close/Recall

# The Sequence

## *Linking Scenes Together*

- A Sequence is a series of Steps (Scenes) that are linked together
- To open a Sequence window:
  - 1. Press SEQ (Object Key)
  - 2. Press NEW (Memory Key)
- The following window appears:



# The SEQUENCE Window

Sequence - NoName2

Rate

1.00 X

Xfade

1.0 Seconds

Delay

1.0 Seconds

Group Bank: 1

Palette Bank: 1

Step

Name

DMX-Studio Color

1

NoName1

Pan

Tilt

MS

Dim

Gate

CFunc(color)

Frost(focus)

Lens(zoom)

Color

1

50.0%

50.0%

0.19s

0%

Open

C

0%

0%

0% <

2

50.0%

50.0%

0.19s

0%

Open

C

0%

0%

0% <

LWR-Cyberlight

Pan

Tilt

MS

Dim

Gate

Color

RGobo

Rotate

Gobo

Iris

3

50.0%

50.0%

0.15s

0%

Open

1

3

0°

1

100%

4

50.0%

50.0%

0.15s

0%

Open

1

3

0°

1

100%

5

50.0%

50.0%

0.15s

0%

Open

1

3

0°

1

100%

LWR-Intellabeam

Pan

Tilt

MS

Dim

Gate

Color

Gobo

Iris

6

50.0%

48.9%

0.15s

0%

Open

1

1

100%

7

50.0%

48.9%

0.15s

0%

Open

1

1

100%

LWR-Trackspot

Pan

Tilt

MS

Dim

Gate

Color

Gobo

8

50.0%

48.9%

0.15s

0%

Open

1

1

# Building a Sequence

- Adjust the Constructs as you would in a Scene
- The completed first Step may look like this:

Sequence - NoName2 <modified>

Rate

1.00 X

Xfade

1.0 Seconds

Delay

1.0 Seconds

Group Bank: 1

Palette Bank: 1

Step

Name

1

NoName1

Pan

Tilt

MS

Dim

Gate

CFunc[color]

Frost[focus]

Lens[zoom]

Color

1

30.2%

44.2%

0.83s

100%

Open

C

0%

0%

67%

2

69.8%

44.2%

0.83s

100%

Open

C

0%

0%

67%

LWR-Cyberlight

Pan

Tilt

MS

Dim

Gate

Color

RGobo

Rotate

Gobo

Iris

3

69.8%

55.8%

1.8s

100%

Open

5

3

355°

5

100%

4

69.8%

55.8%

1.8s

100%

Open

5

3

355°

5

100%

5

69.8%

55.8%

1.8s

100%

Open

5

3

355°

5

100%

LWR-Intellabeam

Pan

Tilt

MS

Dim

Gate

Color

Gobo

Iris

6

70.5%

30.3%

1.8s

100%

Open

5

5

100%

7

70.5%

30.3%

1.8s

100%

Open

5

5

100%

LWR-Trackspot

Pan

Tilt

MS

Dim

Gate

Color

Gobo

8

70.5%

67.4%

1.8s

100%

Open

5

5

## Using the Sequence Window






### *Creating New Steps*

- When your look is complete, press STEP (Object Key)
  - Note: You are now in Step Mode
- Then press NEW (Memory Key)
  - Note: Step will remain active (blinking) until pressed again
- A New Step (labeled NoName2) should appear on the left:





# Adding Steps

Sequence - NoName2 <span>&lt;modified&gt;</span>												
Rate 1.00 X				Xfade 1.0 Seconds		Delay 1.0 Seconds		Group Bank: 1 Palette Bank: 1				
Step	Name	DMX-Studio Color										
1	NoName1		Pan	Tilt	MS	Dim	Gate	CFunc[color]	Frost[focus]	Lens[zoom]	Color	
2	NoName2	1	30.2%	44.2%	0.83s	100%	Open	C	0%	0%	67%	
		2	69.8%	44.2%	0.83s	100%	Open	C	0%	0%	67%	
LWR-Cyberlight												
			Pan	Tilt	MS	Dim	Gate	Color	RGobo	Rotate	Gobo	Iris
3		69.8%	55.8%	1.8s	100%	Open	5	3	355°	5	100%	
4		69.8%	55.8%	1.8s	100%	Open	5	3	355°	5	100%	
5		69.8%	55.8%	1.8s	100%	Open	5	3	355°	5	100%	
LWR-Intellabeam												
			Pan	Tilt	MS	Dim	Gate	Color	Gobo	Iris		
6		70.5%	30.3%	1.8s	100%	Open	5	5	100%			
7		70.5%	30.3%	1.8s	100%	Open	5	5	100%			
LWR-Trackspot												
			Pan	Tilt	MS	Dim	Gate	Color	Gobo			
8		70.5%	67.4%	1.8s	100%	Open	5	5				

- You may continue to add Steps into the Sequence in this manner indefinitely


## Sequences

### Tips

- There is no need to press ENTER after building each Step
- To view the Sequence running, press GO (Sequence Key); Pressing GO again will stop the Sequence
- RESUME (Sequence Key) will start the Sequence again from where you stopped it instead of starting at Step 1



# Adding Steps to a Sequence

Sequence - NoName2 (modified)												
Rate 1.00 X				Xfade 1.0 Seconds		Delay 1.0 Seconds		Group Bank: 1 Palette Bank: 1				
Step	Name	DMX-Studio Color										
1	NoName1		Pan	Tilt	MS	Dim	Gate	CFunc(color)	Frost(focus)	Lens(zoom)	Color	
2	NoName2	1	34.0%	60.8%	0.83s	100%	Open	C	0%	0%	67%	
3	NoName3	2	66.0%	60.8%	0.83s	100%	Open	C	0%	0%	67%	
4	NoName4	LWR-Cyberlight										
			Pan	Tilt	MS	Dim	Gate	Color	RGobo	Rotate	Gobo	Iris
		3	66.0%	39.2%	1.8s	100%	Open	5	3	355°	5	100%
		4	66.0%	39.2%	1.8s	100%	Open	5	3	355°	5	100%
		5	66.0%	39.2%	1.8s	100%	Open	5	3	355°	5	100%
		LWR-Intellibeam										
			Pan	Tilt	MS	Dim	Gate	Color	Gobo	Iris		
		6	66.5%	83.3%	1.8s	100%	Open	5	5	100%		
		7	66.5%	83.3%	1.8s	100%	Open	5	5	100%		
		LWR-Trackspot										
			Pan	Tilt	MS	Dim	Gate	Color	Gobo			
		8	66.5%	14.4%	1.8s	100%	Open	5	5			

*A 4 Step Sequence*

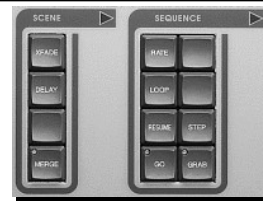
## Hands On Exercise

### *Building a Sequence*

- Build a 4 Step Sequence with Mspeed 1.2sec on all Steps and with all Fixtures in Green (wheel or RGB); each Step has a different position for each Fixture

# Sequences

## *Rate and Delay*



- Rate is the overall speed of the Sequence while it is running
- Rate acts as a multiplier (1x, 2x, 3x, etc..) to Xfade and Delay
- Delay is the amount of time the running Sequence will pause on each Step before advancing to the next Step
- TIP:
  - When trying to speed up or slow the Sequence, try changing the Delay time instead of using the Rate

# DELAY

## *Its Relationship to Xfade and Mspeed*

- When increasing or decreasing the Xfade time on each step, you should typically set the Delay time to be equal to or greater than the Xfade time so that the Xfaded Constructs have enough time to execute their recorded changes
- Delay should also typically be set to be equal to or greater than the Mspeeds assigned to the fixtures in the Step so that the movements will have enough time to execute their recorded changes as the Sequence progresses from Step to Step

## Delay & Xfade

### *Their Relationship to Rate*

- Rate acts as a multiplier for both Xfade and Delay
- If you have both the Xfade and Delay times set for 2 seconds and you set the Rate to be 2x, the result will be as if you set the Xfade and Delay for 4 seconds with the Rate set at 1x
  - The Sequence will pause for 4 seconds on each Step before it advances, and any Xfaded constructs will change at the 4 second Xfade time

## Hands On Exercise

### *Using Rate, Delay, & Xfade*

- Modify the 4 step SEQ:
  - Mspeed 5.3 sec on each step with matching Rate, Delay and Xfade values

# Loops

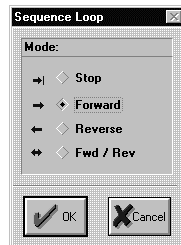
## *Sequence Advance Options*

- You may choose one of 4 types of Sequences to build
  - STOP
  - FORWARD
  - REVERSE
  - FWD/REV

# Loops

## *Selecting a Different Loop*

- To Choose the Sequence Loop type, Press LOOP (Sequence Group)
- This window will appear:



## Selecting Loops

### *Two Methods*

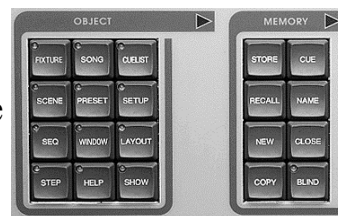
- Use the Single Up/ Down Arrow keys (Control keys) to toggle through the selections until you reach your choice, then press the ENTER key on the Console
- Or use the Trackball and click on the Loop type you need
- Click on OK or press ENTER



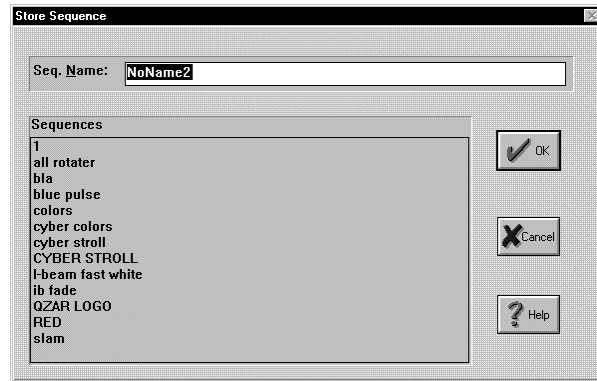
## Storing Sequences

### *The Scratch Sequence List*

- This Scratch List shows all stored Sequences in your Show File
- You may recall these Sequences to use them anywhere in your Show file
- To Store a Sequence to the Scratch Sequence List:
  - 1. Press SEQ (Object Key) only if SEQ window is not active
  - 2. Press STORE (Memory Key)



## Sequence Storing

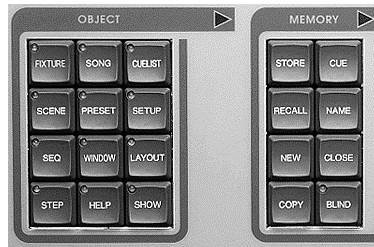


- Type in a Name
- Click on OK or press ENTER

## Naming Sequences and Steps



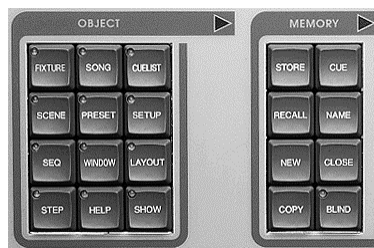
## Closing the Sequence



- To Close a Sequence Window:
  - 1. Press SEQ (Object key) only if Sequence window is not active
  - Press CLOSE ( Memory key)

## Recalling a Stored Sequence

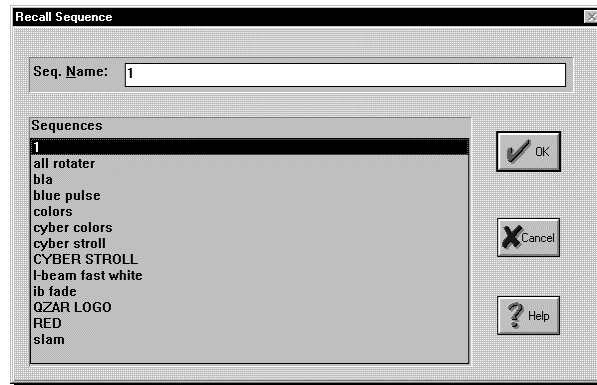
### *Building with Previously Stored Sequences*



- To Recall a Sequence:
  - 1. Press SEQ (Object key)
  - 2. Press RECALL (Memory key)
- The Sequence Recall window will appear:



## The Sequence Recall Window



## Recalling a Sequence

- From the Recall window, use the mouse to point to the Sequence in the list
- Double-click on the Sequence name to grab it from the list
- You may also type the first letter of the Sequence name on the keyboard; the Recall window will automatically scroll down to the names beginning with the letter you type
  - Once the Sequence has been selected you may press the ENTER key or click on OK
- To name a Sequence:

# Sequences

## *Review*

- New
- Steps
- Go
- Rate
- Delay
- Store/Close/Recall
- Naming

## Hands On Exercise *Sequences*

- Build 3 Seqs:
  - Seq #1 MOVEMENT: 4 steps with all Fixtures in BLUE & Mspeed 3.3 sec- Loop Type: Reverse
  - Seq#2 GATE: 8 steps with only 1 Fixture with GATE open per Step- Loop Type: Fwd
  - Seq#3 COLOR MIX: 5 steps using only 1 fixture with different color (RGB) on each Step- Loop Type: Stop
  - Store each Sequence and Set each to an Instant Preset

# Presets

## *Playing Back your Scenes & Sequences*

- Topics:
  - Relationship to the Song
  - Set
  - Playback
  - Instant vs. Fader

## Playback A Preset

- Simply press the Preset button on the Console where a Scene or Sequence has been SET
- The button in the Song window will change colors to show it is active:

Song - STC WALK															
INSTANT PRESETS															
stc1	stc2	STC bally	NoName	NoName	Dimming	stob dim	tracks	spin	flip	Rand Color Sweep	mix setup	color mix	STC bally2	beam move	stc move
1	2	3	4	5	6	7	8	17	18	19	20	21	22	23	24
Wide	No Lens	Frost	Shape Setup	Vert Lens	Horz Lens	NoName	cto	B/O							Clear
9	10	11	12	13	14	15	16	25	26	27	28	29	30	31	32
FADER PRESETS															
STC bally								beam move	cyber fade						
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

## Presets

### *Additional Things to Know*

- You may playback Presets in any order
- You may switch Songs while a Preset is active without disrupting the output of the active Preset
- You may SET the same Scene or Sequence to many different Presets within your Show

## Presets

### *Instant vs. Fader*

- Status Cue allows 18 pathways of output to the Stage at one time
- They are designated as follows:
  - Instant Presets allow only one Preset to be active at a time
  - Fader Presets allow up to 16 Presets to be active at one time
  - The Live Scene/Seq sends one output pathway

## Instant vs. Fader

### *Deciding Which To Use*

- Instant Presets work well in a Cue to Cue type Show where each Cue is written in advance and will be played back exactly the way it is written each time you press the button
- Because of the LTP structure of the software, the Fader Presets offer more flexibility in playback of Presets than the Instant Presets
- Fader Presets allow you to stack Presets together and create a whole new look on stage through different combinations of Presets
- *The many uses for Fader Presets will become more apparent when we discuss Transparencies*

## Hands On Exercise

### *Creating Presets*

- Recall 2 Sequences from the Scratch List and SET to Fader Presets 1 and 2.
- Experiment with the Fader use for the Fader Presets
  - *The many uses for Fader Presets will become more apparent when we discuss Transparencies.*

## Editing Presets

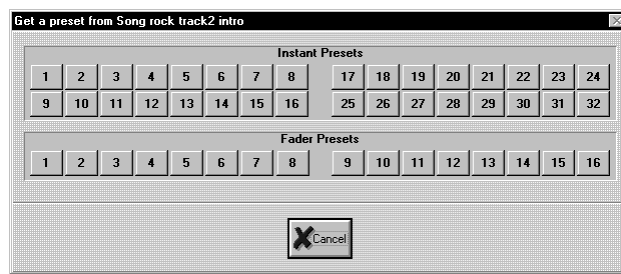
### *Changing a Scene or Sequence*

- Two Steps to Remember:
  - GET
  - SET SET

## Editing a Preset

### *Get*

- To edit a Scene or Sequence that has been SET into a Preset first Press GET (Song key)
- This window will appear:



## Getting a Preset

### *Editing a Preset*

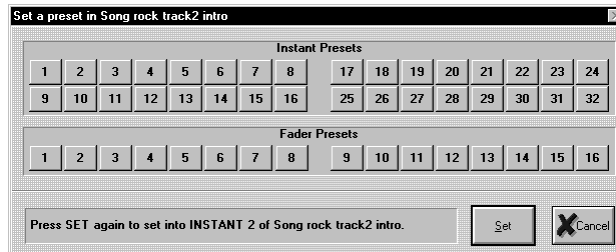
- At the GET A PRESET window, press the Preset button on the Console that corresponds to the Scene or Sequence you want to edit
  - The Scene or Sequence Edit window will appear on your screen
- REMEMBER:
  - Status Cue forces you into Blind Mode automatically when you GET a Preset
  - You must toggle out of Blind in order for the Edit window to become active onstage

## Editing a Preset

### *SET SET*

- REMEMBER: When you GET a Preset, you are actually GETTING a copy of the Scene or Sequence stored within
- The changes you make in the copied version are not automatically updated into the Preset
- In order to update the Preset, you must press SET at which time the SET A PRESET window appears again:

## The SET A PRESET Window



- Notice that the Window prompts you to press SET again if you want to replace the previous version of the Scene or Sequence stored on that Preset number
- You may instead choose to SET the Preset anywhere else in the Song

## “Get” & “Set Set”

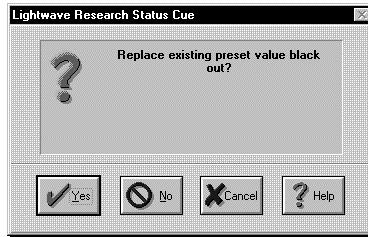
### *In A Nutshell*

- To edit a preset, press GET and then the number of the Preset you want to edit
- When finished editing the Scene or Sequence, press SET SET to replace the previous version stored on that Preset number



## Replacing a Preset

### *A Fool-Proof Prompt*



- Status cue will not overwrite a previously recorded Preset unless you answer YES to this Window
  - This protects against accidentally erasing a valuable Scene or Sequence

## Hands On Exercise

### *Editing a Preset using GET and SET SET*

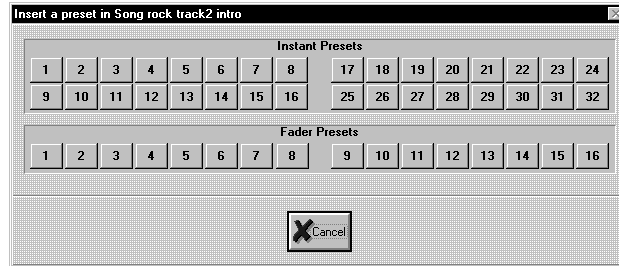
- Change Preset 1 (Scene) Xfade time to 5 sec and SET back to same Preset#
- Change Mspeed in Preset 4 (Sequence) to 3.3 sec with appropriate Xfade and Delay times and SET back to same Preset#

## Inserting a Preset

You may insert a Scene or Sequence between two existing Presets by using the INSERT PRESET Feature:



- Click on a Preset number in this window:



- When a Preset is inserted in this way, all existing Presets after that Preset number are repositioned down one Preset#

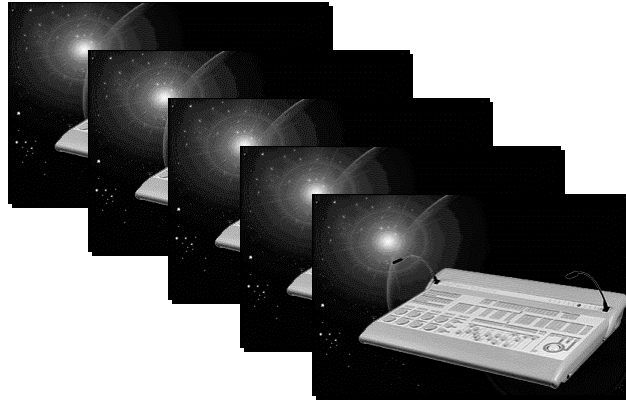
## Hands On Exercise

### *Inserting a Preset*

- Build a New Scene
  - All fixtures in RED, 3.3 sec Mspeed and Xfade with applicable fixtures in Cone pattern
- Store the Scene as "Red Cone"
- Insert this Scene onto Preset #2



## Status Cue Seminar *Day 2*



*Wednesday, June 21, 2000*

## The Song

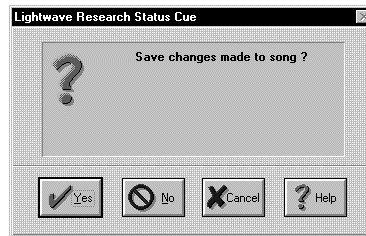
*When You Need More than 48 Presets*

- Topics:
  - Store
  - New
  - Recall
  - Reordering

# Songs

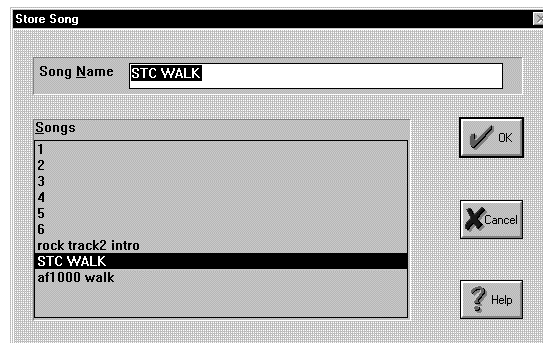
## *Storing Your Song*

- Status Cue will automatically store the Presets within the Song when this preference is turned on
- Otherwise you should store the Song often and definitely before changing to a different Song
- Status Cue will prompt you to save the changes to the Song before loading a new Song:



## The Song Store Window

- When you Store a Song, you will see this window:

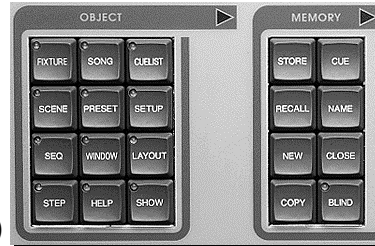


- Type in a name and Click on OK or press ENTER

## Songs

### *Create a New Song*

- To Create a New Song
  - 1. Press SONG (Object key)
  - 2. Press NEW (Memory key)
- You may create an unlimited number of Songs in one Show file
- TIP:
  - As soon as a New Song is created, store it then



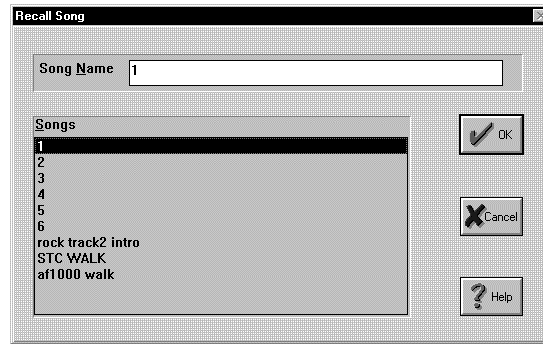
## Songs

### *Recalling a Stored Song*

- If your Show requires more than 48 Presets, you will need to recall Songs to load more Presets
- To recall a Song:
  - Press SONG (Object key)
  - Press RECALL (Memory key)
- The Song List window will appear:



## The Song Recall Window



- Use the trackball to select the desired Song and click on OK or press ENTER
- You may also use the UP and DOWN Arrow keys on the Console keypad to scroll down through the list; press ENTER to load the Song

## Songs

### *Loading the Previous & Next Song*

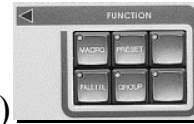


- Instead of Recalling a Song through the Window, you may use the DOUBLE ARROW UP and DOUBLE ARROW DOWN Keys located at the Console keypad to quickly load the next or previous Song
- The SINGLE ARROW UP and DOWN WITH A BAR Keys allow you to load the first or last Song in the list

# Songs

## *Recalling Options*

- You may also recall a Song from the System keys:
  - 1. Activate PRESET Mode (Function Keys)
  - 2. Press SONG (Object Keys)
  - 3. Press BANK (Control key)
    - The System Key LEDs light corresponding to the songs you have created
  - 4. Press the key of the Song you wish to load



## Hands On Exercise

### *Creating & Loading Songs*

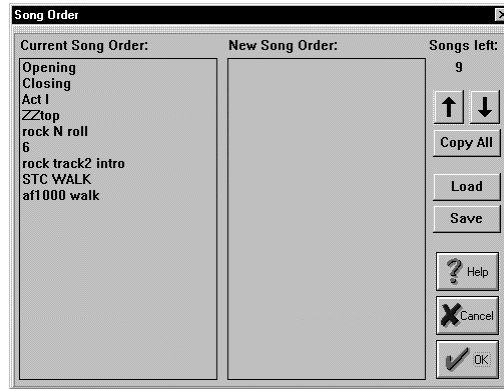
- Create 2 New Songs
- Record 1 Preset in each new Song
- Playback 1 Preset from each Song in consecutive order

## Song Reordering



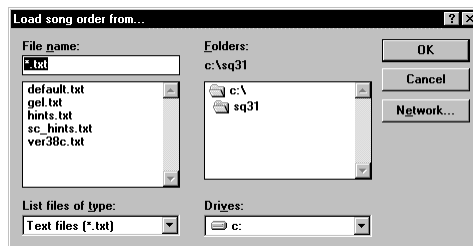
- Chose REORDER SONGS from the SONG menu

- Click on each Song in the order you want them to appear in the new list:



## Importing Song Lists

- Click on LOAD from the SONG REORDER window and select the Song List to load:



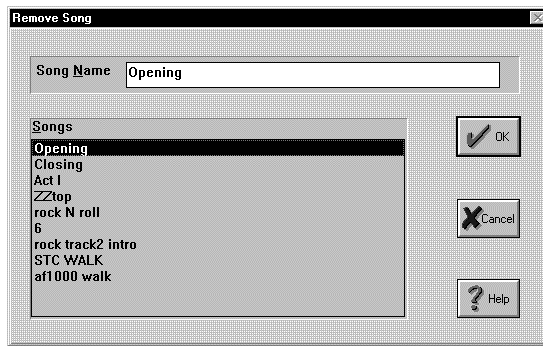


## Removing Songs from the Show



• This process will **PERMANENTLY REMOVE** the selected Song and all of its Presets from the show

- Allows you to remove any unwanted Songs from your Show file
- Click on the Song to be removed and click OK or press ENTER

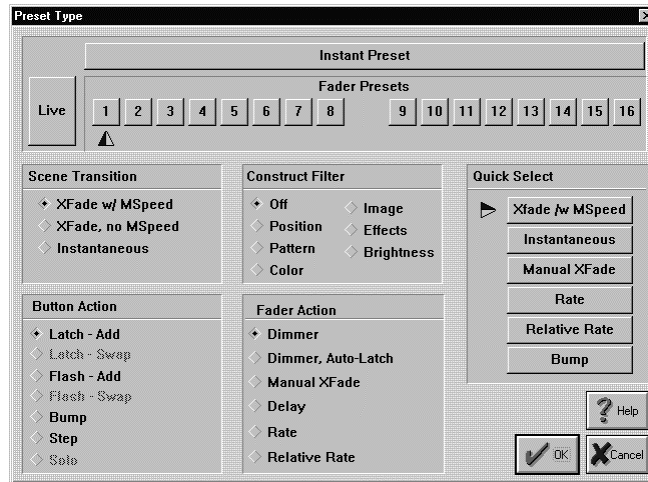


## Fader Presets *Changing the Type*

- You may change the way a Fader Preset behaves within any Song in the Show
- Press TYPE (Song key)
- The following window will appear:

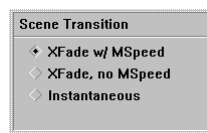


# The TYPE Window



## Fader Type Window

### *Scene Transitions*



- Xfade with MSpeed:
  - Xfade time does not control Speed of Mirror Movement
- Xfade no MSpeed
  - Xfade time determines the mirror speed
- Instantaneous
  - Ignores Xfade time completely

# Fader Type Window

## *Button Action*

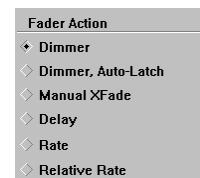
- Latch-Add
- Latch-Swap
- Flash-Add
- Flash-Swap
- Bump
- Step



# Fader Type Window

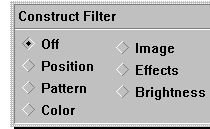
## *Fader Action*

- Dimmer
  - Default Mode; The fader controls Dimmer only
- Dimmer Auto-Latch
- Manual Xfade
  - Manually advance through a Sequence using the Fader
- Delay
  - Fader controls the Delay time of an active Sequence only
- Rate
  - Fader controls the Rate of an active Sequence
- Relative Rate
  - Rate of Sequence is relative to level of Fader



# Fader Type Window

## Construct Filters



- Filters out all constructs except for the ones selected in this Window
- Allows you to play back only specific constructs from a Scene or Sequence stored in within a specific Fader Preset

# Fader Preset Types

## Fader Type Text Display

Song - STC WALK <modified>															
INSTANT PRESETS															
stc1	stc2	STC bally	NoName	NoName	Dimming	stob dim	tracks	spin	flip	Rand Color Sweep	mix setup	color mix	STC bally2	beam move	stc move
1	2	3	4	5	6	7	8	17	18	19	20	21	22	23	24
Wide	No Lens	Frost	Shape Setup	Vert Lens	Horz Lens	NoName	cto	B/D							Clear
9	10	11	12	13	14	15	16	25	26	27	28	29	30	31	32
FADER PRESETS															
STC bally								beam move	cyber fade						
Flash 1	2	3	4	5	6	7	8	Bump 9	Step 10	11	12	13	14	15	16

## Hands On Exercise

### *Using Fader Types*

- Step 1: Recall a Movement Sequence and SET it to Fader Preset 3
- Step 2: Change the Fader Type of Fader Preset 3 to Relative Rate
- Step 3: Run the Preset and adjust the Rate using the Fader


## Alternative Options

### *Using Windows' Features*

- Since Status Cue is Windows based software, you may use many of the Windows features within Status Cue
  - Drag & Drop Scenes into Sequences
  - Create Scenes from Sequence Steps
  - Drag & Drop Scenes & Sequences into Presets

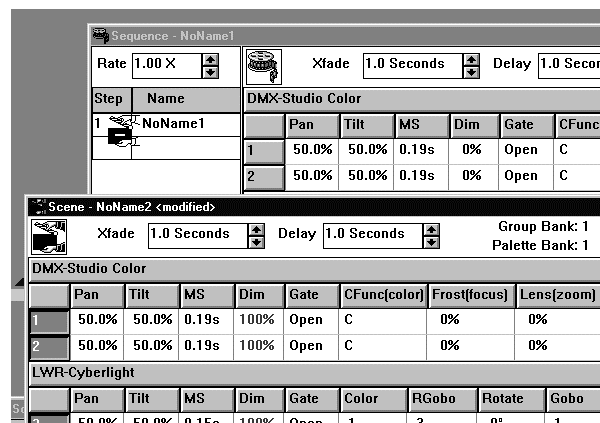
# Drag n Drop Functions

## *Dragging Scenes into Sequences*

- 1. Open a New Sequence
- 2. Get or Recall a stored Scene
- 3. Press SCENE (Memory key) to activate the window or click on the Scene window
- 4. Click on the Scene icon,  drag (hold mouse button down) over to the Sequence Step window, and drop
- The Scene becomes a Step of the Sequence:

# Dragging a Scene

## *An Example*



- Note: Use the Ctrl Key (keyboard) to Drag a copy

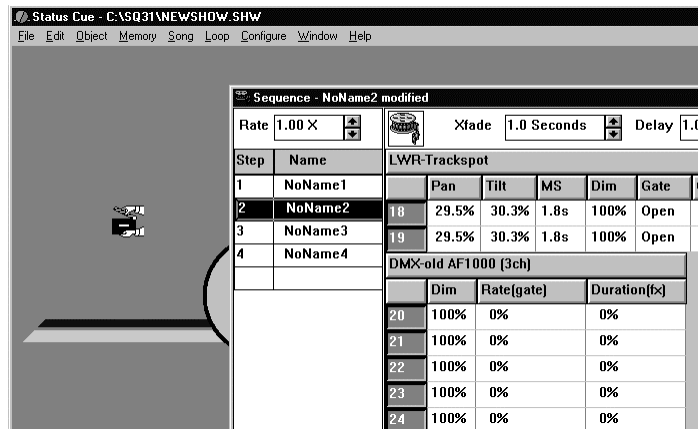
## Drag n Drop Functions

### *Creating Scenes from Seq. Steps*

- 1. Recall a Sequence
- 2. Click on the Step Name window and drag over to the Status Cue desktop (out of the Sequence window)
- 3. Drop the Step and it becomes a Scene:

## Drag n Drop Functions

### *Creating a Scene From a Seq. Step*



Note: Use the Ctrl Key (keyboard) to Drag a copy

## Drag n Drop to Create a Preset

### *Drag & Drop Method*

- You may Drag & Drop any Scene or Sequence directly onto a Preset within a Song window by using the trackball and trackball button
- Within the Scene and Sequence windows look for these Drag & Drop icons:



Scene



Sequence

## Drag & Drop

### *Using Windows' Features*

- 1. Point to the icon within the Edit window with the trackball
- 2. Using the trackball button, click on the icon and hold down to drag the icon
- 3. Drag the icon onto the Preset button of choice
- 4. Release the trackball button to drop the Scene or Sequence onto the Preset; the name should appear on the button in the Song window



## Hands On Exercise

### *Using Drag & Drop*

- Recall a Sequence and drag Step #2 to the desktop
- Drag this Scene to a new Sequence
- Drag this new Sequence to an Instant Preset
  - *Do not forget to name the new Sequence*

## Function Keys

### *Tools for Building Scenes & Sequences*

- Function Window
- Groups
- Palettes
- Macros
- Presets

## Function Window

### *Organizing Your Tools*

- The Function Window will display Group, Palette, and Macro names.
- You can color code these buttons for better organization.
- To open the Function window:
  - 1. Press WINDOW (Object Keys)
  - 2. Press NEW (Memory Keys)
- The window will display the active function:



## Window Positioning

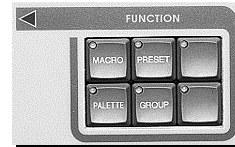
### *Organizing Your Screen*

- You can store the size and position of Status Cue windows.
- To store window positions:
  - 1. Press WINDOW (Object Keys)
  - 2. Press STORE (Memory Keys)
- To recall window positions:
  - 1. Press WINDOW (Object Keys)
  - 2. Press RECALL (Memory Keys)



## Function Keys

### *Solid LED vs. Blinking LED*



- You can designate a Function Key to become the Default Mode for the System Keys by double-clicking the Function Key of choice
- If you single-click a Function Key it will begin blinking, indicating that you will be returned to the last Default mode you were in after you complete your keystrokes (one-shot mode)
  - This allows you to quickly enter a different mode, select a Group or Palette, and then return to the last mode you were in with as few keystrokes as possible

## Control Keys

### *Bank*



- There are 4 Banks of Palettes, Groups and Macros
- The Bank key allows you to expand the number of Palettes, Groups, and Macros which are stored on the 32 System keys to 128
- To change banks, press BANK(Control Keys) then press a system key #1-4 for the corresponding Bank.
- The boxes on the lower portion of the screen display the current Bank for each function:

Master - N/A Show Modified Blind 943x24 Banks: Grp 1 Plt 1 Mcr 1 Song 10/10 Fr 11:59

# Function Keys

## *Group*

- Groups are selections of Fixtures that you recall with the touch of one button
  - Odd fixture numbers only, Even Fixture number only, Stage Right Cybers, etc..
- When in this mode, the 32 System Keys store Fixture Groups
- There are 4 Banks of Groups for a total of 128
- You must build Groups from within a Scene or Sequence Edit window
- Status Cue will automatically make All, Odd, and Even groups for all fixtures as well as each fixture type

# Building a Fixture Group

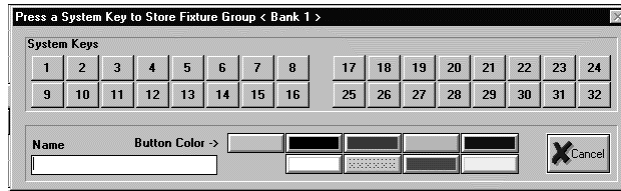
## *Steps*

- Open a Scene or Sequence Edit window
- Double-click on GROUP (Function key)
  - this action determines that the System Keys are now in Group Mode
- In the Edit window select fixtures as you normally would
- Press STORE (Control keys)
- Press the System Key where you want to store the Group



## Store a Fixture Group

### *Looking at the Window*



- Type in a name for the Group and select a color code if you desire one
- You may select a System Key either by pressing the System Key on the Console or by using the trackball and clicking on the button
- The top of the window also displays the current active Bank

## Recalling a Group

1. With an Edit window open on your screen, click (either single or double-click) on GROUP (Function key)
  2. The LEDs where Groups are stored on the System Keys light up while in Group mode, so press the number of the Group you want to recall
- The Group is selected within the Edit window; at that point you may adjust the Constructs for the selected Fixtures
  - If Group was blinking prior to selecting a number, you will be returned to the previous Function Key mode

## Hands On Exercise

### *Building Groups*

- Build 4 Fixture Groups

## Function Keys

### *Palette*

- A Palette is a reference to a stored value that you may recall and use within any Edit window
- It is a reference library of custom colors, positions, etc that you store and then insert into the looks you create
- There are 128 Palettes for each Construct of each Fixture; i.e. 128 position Palettes, 128 RGB Palettes, 128 dim Palettes, etc.. per Fixture

## Palettes

### *What are they for?*

- Palettes allow the programmer to store specific Construct values for each Construct and to recall these stored values for use in any Scene or Sequence that is built
- A Scene or Sequence that is built with a Palette will automatically be updated when the Palette value is changed
- The most commonly used Palette would be the Position Palette (sometimes called a Preset Focus)

## Palettes

### *Building a Palette*

- Palettes are created from values within an edit window; you must have a Scene or Sequence window open in order to build or use a Palette for any Construct
- Palettes are stored in the 32 System Keys when PALETTE (Function Key) is active
- There are 4 BANKS (Control key) of 32 Palettes for each Construct of each Fixture

## Creating a Palette

### *Position Palette*

- Double-click on PALETTE (Function key)
- From within an Edit window, select a fixture
  - If the fixture is dimmed, set the Dim to 100%
- Use the trackball to position the fixture in a desired location



## Creating a Palette

### *Position Palette*

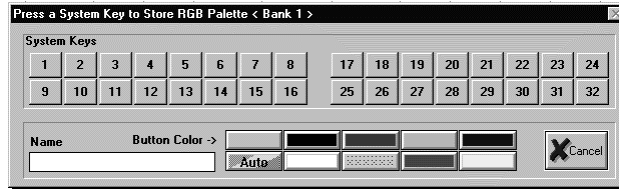


- Check that the POS LED in the CONSTRUCT KEYS section is blinking
- Press STORE (Control key)
- Press the System Key where you want to store the Palette





## The Palette Store Window



- Type in a name for the Palette and select a color code if you desire one (auto is for RGB only)
- You may select a System Key either by pressing the System Key on the Console or by using the trackball and clicking on the button
- The top of the window also displays the current active Bank

## Construct Keys

### *Palette Selections*

- While in Palette mode you refer to the Construct Keys to see which Palette type is active
- You may change to a different Palette type by pressing the desired Construct Key
  - Once a Palette type is active, press the System Key where the Palette you need is stored
- When a Construct Palette type is active, the LED blinks in the corresponding Construct Key

## Using Palettes

### *Inserting Palettes into a Scene*

Scene - NoName5 <modified>

Xfade: 1.0 Seconds

Delay: 1.0 Seconds

Value ☐ Display Palette Name

Percentage ☐

Label ☐

	Pan	Tilt	MS	Dim	Gate	CFunc{color}	Color{fx}	Frost{focus}	Lens{zoom}	Red	Green	Blue
1	Center St	Center St	1.2s	100%	Open	C	0% <1>	70%	0%	Yellow	Yellow	Yellow
2	Upstage	Upstage	1.2s	100%	Open	C	0% <1>	70%	0%	Indigo	Indigo	Indigo

	Pan	Tilt	MS	Dim	Gate	Color	FX	Frost	Gobo	RGobo	Rotate	Iris	Focus	Zoom	Red	Green	Blue
3	Cyc Spec	Cyc Spec	1.2s	100%	Open	1	4	0%	8	4	0°	100%	95%	0%	Magenta	Magenta	Magenta
4	Bass	Bass	1.2s	100%	Open	1	4	0%	8	4	0°	100%	95%	0%	100%	100%	0%
5	Stage Rig	Stage Rig	1.2s	100%	Open	1	4	0%	8	4	0°	100%	95%	0%	Magenta	Magenta	Magenta

- A Scene using multiple named Palettes

## Using Palettes

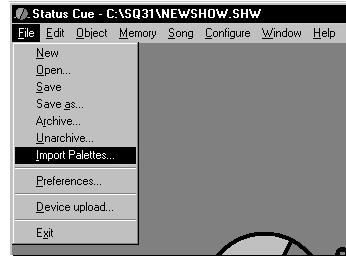
### *Palette References*

- Each Construct of each fixture may have a different Palette within one Edit window
- The Palette reference number is indicated by the name you assigned it or by <1/2> meaning Bank 1, Palette 2 for that construct
- Once the Scene is created, STORE or SET it as usual
- Any change to a Palette will update all Scenes and Sequences that reference that Palette automatically

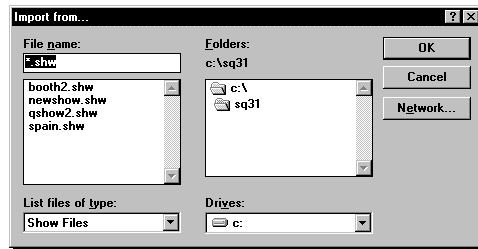
## Importing Palettes

### *Import Palettes from other Show files*

- Importing Palettes will replace ALL palettes in the current show with the imported Palettes
- Choose IMPORT PALETTES from the FILE menu



- Select the Show that contains the Palettes to be imported and click on OK or press ENTER



## Hands On Exercise

### *Creating Palettes*

- Step 1: Build 4 position Palettes, 4 RGB Palettes (applicable fixtures), & 2 Gobo Palettes (applicable fixtures)
- Step 2: Build 4 Scenes using these Palettes and SET them to 4 Instant Presets

# Macros

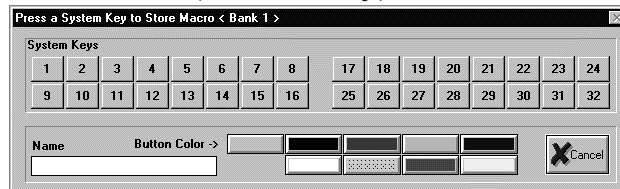
## *Saving Keystrokes*

- Macros are a series of keystrokes stored into one key that execute when that one key is pressed
- Macros record and playback all keypresses (console and keyboard) as well as encoder wheel movement
- Status Cue allows the user to create 128 Macros
- Macro #128 is a default Macro that executes upon launching the Status Cue

# Macros

## *Creating Macros*

- Double-click on MACRO (Function key)
- Press STORE (Control key)



- Type in a name for the Macro and select a color code if you desire one
- Select a System key where the Macro will be stored; the Store and System key LEDs will blink simultaneously



# Macros

## *Creating Macros*

- Execute the keystrokes to be recorded
  - All button presses, encoder movements, and keyboard strokes will be recorded
  - Trackball or mouse functions will NOT be recorded
- When finished, press the System key again to end the recording process
- You may playback the Macro simply by pressing the Macro number

## Hands On Exercise

### *Building a Macro*

- Build a Macro that opens a New Scene, selects all of the fixtures and sets Dim to 100%

## Control Keys

### *Erase*



- You may Erase Presets, Palettes, Groups & Macros by using this key
- IMPORTANT TIPS:
  - Erasing a Palette erases the entire Palette, not just the selected values for Constructs in that Palette
  - Erasing a Preset removes the associated Scene or Sequence from the Song and it can not be restored

## Transparent Values

### *Adding Flexibility to Your Show*

*Note: Turn off the no-trans Pref.*

## Transparent Values

### *Latest Takes Precedence*

- When you open a new Scene or Sequence you see all constructs have values in a light blue (or green) color; these values are called TRANSPARENT VALUES because they are not assigned to the Scene or Sequence (default)
- When a construct value is edited within an edit window, the values change to RED or BLACK; these values are called NON-TRANSPARENT VALUES because they are now assigned and entered as a part of that Scene or Sequence

## Transparent Values

### *In the Scene/Sequence Window*

- Transparent values always show Stage values\* for all of the fixtures. When no constructs are assigned values, Transparent values are the assigned default values.
  - \*Stage values are values from any of the 18 output pathways
- A Non-Transparent value always takes precedence over a Transparent value

## Using Transparent Values

- As a recommended practice to avoid confusion, **DO NOT** leave any Transparent values in any of the Scenes and Sequences you build:
  - Before you Store the Scene or Seq, Press ALL (FIXTURE) then ALL (CONSTRUCTS). This is the easiest way to convert all values into Non-Transparent values
  - Turn on the Preference “New Scenes use stage values” for NO Transparencies
- TIP: To purge any Transparent values from the stage that you notice should not be active, simply press the CLEAR (SONG keys)

## Using Transparent Values *An Example*

- A Scene showing Transparent and Non-Transparent Values:

The screenshot shows a software interface for a lighting scene named "NoName1". At the top, there are controls for "Xfade" (5.0 Seconds) and "Delay" (1.0 Seconds). Below this, there are two main sections: "DMX-Studio Color" and "LWR-Cyberlight".

**DMX-Studio Color Section:**

	Pan	Tilt	MS	Dim	Gate	CFunc[color]	Frost[focus]	Lens[zoom]	Color[fx]	Red	Green
1	50.0%	50.0%	0.19s	100%	Open	C	0%	0%	0% <1>	100%	100%
2	50.0%	50.0%	0.19s	100%	Open	C	0%	0%	0% <1>	100%	100%

**LWR-Cyberlight Section:**

	Pan	Tilt	MS	Dim	Gate	Color	RGobo	Rotate	Gobo	Iris	Focus	Zoom	FX
3	50.0%	50.0%	2.9s	0%	Open	5	1 M	0°	4 M	100%	100%	0%	4
4	50.0%	50.0%	2.9s	0%	Open	5	1 M	0°	4 M	100%	100%	0%	4
5	50.0%	50.0%	2.9s	0%	Open	5	1 M	0°	4 M	100%	100%	0%	4

Below the LWR-Cyberlight section, there is a partially visible section for "LWR-Intellabeam" with columns for Pan, Tilt, MS, Dim, Gate, and Color.



# Capturing Stage Values

## *Using Transparent Values*

- With a Preset active, open a New Scene and press ALL(fixtures) and ALL (constructs)
- This captures the Stage values of all constructs and assigns them into the New Scene

# Non-Transparent Values

- The Scene window Showing Non-Transparent values for all constructs:

The screenshot shows a software window titled "Scene - NoName1 <modified>". At the top, there are controls for "Xfade" (set to 1.0 Seconds) and "Delay" (set to 1.0 Seconds). Below these are "Group Bank: 1" and "Palette Bank: 1". The main area contains several tables for different fixture types, each with columns for Pan, Tilt, MS, Dim, Gate, Color, and other parameters.

	Pan	Tilt	MS	Dim	Gate	CFunc[color]	Frost[focus]	Lens[zoom]	Color[fx]	Red	Green
1	50.0%	50.0%	0.19s	100%	Open	C	0%	0%	0% <1>	100%	100%
2	50.0%	50.0%	0.19s	100%	Open	C	0%	0%	0% <1>	100%	100%

	Pan	Tilt	MS	Dim	Gate	Color	RGobo	Rotate	Gobo	Iris	Focus	Zoom	FX
3	50.0%	50.0%	0.15s	100%	Open	1	3	0°	1	100%	100%	0%	4
4	50.0%	50.0%	0.15s	100%	Open	1	3	0°	1	100%	100%	0%	4
5	50.0%	50.0%	0.15s	100%	Open	1	3	0°	1	100%	100%	0%	4

	Pan	Tilt	MS	Dim	Gate	Color	Gobo	Iris
6	50.0%	48.9%	0.15s	100%	Open	1	1	100%
7	50.0%	48.9%	0.15s	100%	Open	1	1	100%

	Pan	Tilt	MS	Dim	Gate	Color	Gobo
8	50.0%	48.9%	0.15s	100%	Open	1	1

## Default Palette 128

### *Reassigning Transparent Values*

- The Construct values stored in Bank 4, Palette 32 become the new Default values seen in a transparent Scene or Sequence window
- Record values to this Palette as usual, remembering that any value change here will be visible in all new Scenes and Sequences

## Hands On Exercise

### *Transparent Values*

- Build a Movement only Sequence and Set it to Fader Preset #7
- Build a Scene that Dims out all fixtures in 5 sec (no matter what they are doing) and Set it to Fader Preset #8
- Experiment with how these Transparent Presets can be used with your other Presets

## Status Cue *Review*

- Creating Scenes and Sequences
- Storing, Closing, and Recalling Objects
- Creating and Playing Back Presets
- Homing and Shutting Down Fixtures
- Songs, Instant Presets, and Fader Presets
- Function & Control Keys
- Transparent Values



## Status Cue Seminar *Day 3*



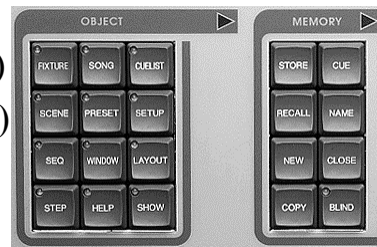
*Wednesday, June 21, 2000*

## Creating a New Show

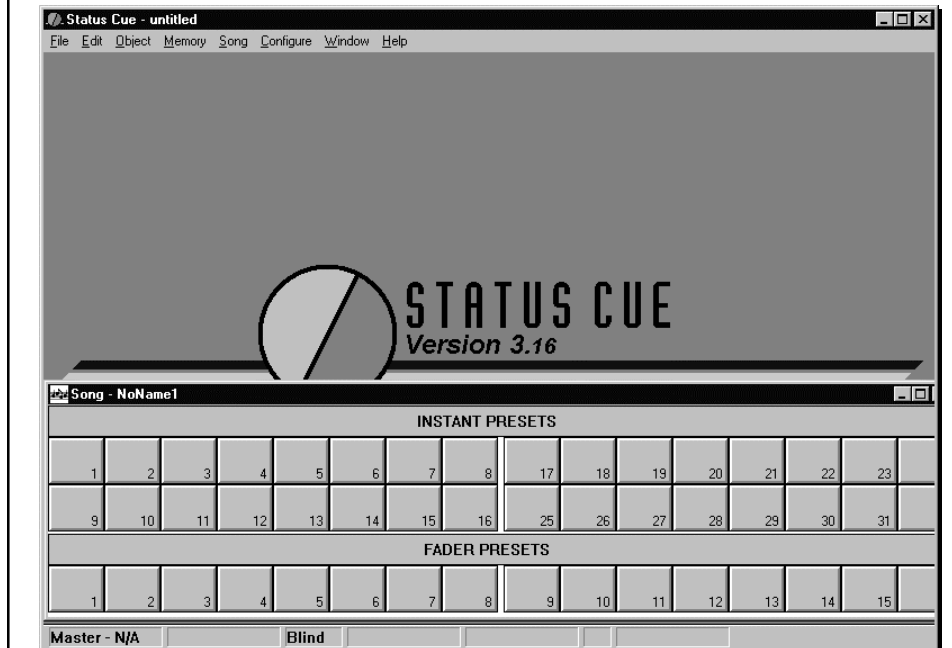
### *A New Beginning*

## Creating a New Show

- Status Cue will automatically open a New Show after initial installation of the software
- To open a New Show from within the Program
  - 1. Press SHOW (Object key)
  - 2. Press NEW (Memory key)



## New Show Window



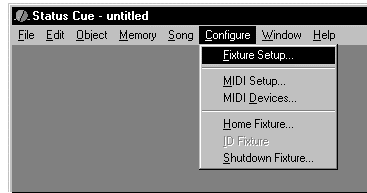
## Configuring the Show

### *Features of the Setup Window*

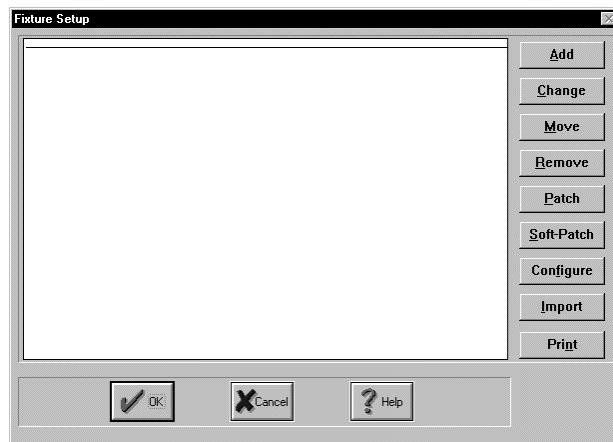
- Adding Fixtures
- Changing Fixture Types
- Moving Fixtures
- Removing Fixtures
- Patching to the LinkCards
- Softpatching Fixtures
- Configuring Fixtures
- Importing Configurations
- Print

## Configuring the Show *Fixture Setup*

- To enter Fixture Setup there are two methods:
  - Press the SETUP button (Object Key)
  - Use the Configure drop down menu

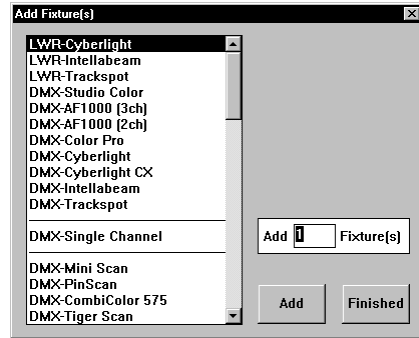


## Adding Fixtures



- Use Mouse to click on the ADD button
- This window will then appear:

## Adding Fixtures to the Patch



- Use Mouse to select the desired fixture type
- Type the number of selected type to be added using the console keypad
- Click on "ADD"

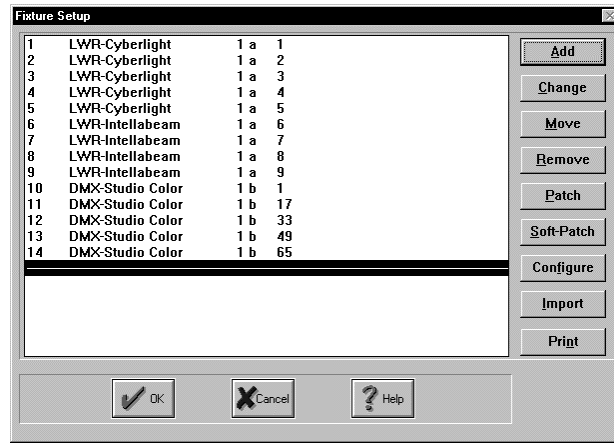
## Adding Fixtures

### *Tips*

- Continue to select fixtures and click on "ADD"
- When all fixtures have been added, click on "FINISHED"
- NOTE: Pressing ENTER on the console keypad will add the selected fixtures and exit you from the ADD FIXTURE window

## The Setup Window with Fixtures

- When finished, the Patch window may look like this:



## Understanding the Setup Window

#	Name	Link	Address	Configuration
1	DMX-Studio Color	1 a	65	
2	DMX-Studio Color	1 a	81	Inv P
3	LWR-Cyberlight	1 b	1	Inv PT
4	LWR-Cyberlight	1 b	2	Inv PT
5	LWR-Cyberlight	1 b	3	Inv PT
6	LWR-Intellabeam	1 b	10	Inv P
7	LWR-Intellabeam	1 b	11	Inv P
8	LWR-Trackspot	1 b	4	Inv PT
9	LWR-Trackspot	1 b	5	Inv PT
10	LWR-Trackspot	1 b	6	Inv PT
11	LWR-Trackspot	1 b	7	Inv PT
12	LWR-Trackspot	1 b	8	Inv PT
13	LWR-Trackspot	1 b	9	Inv PT
14	LWR-Trackspot	1 b	15	Inv PT
15	LWR-Trackspot	1 b	16	Inv PT
16	LWR-Trackspot	1 b	17	Inv PT
17	LWR-Trackspot	1 b	18	Inv PT
18	LWR-Trackspot	1 b	21	
19	LWR-Trackspot	1 b	22	

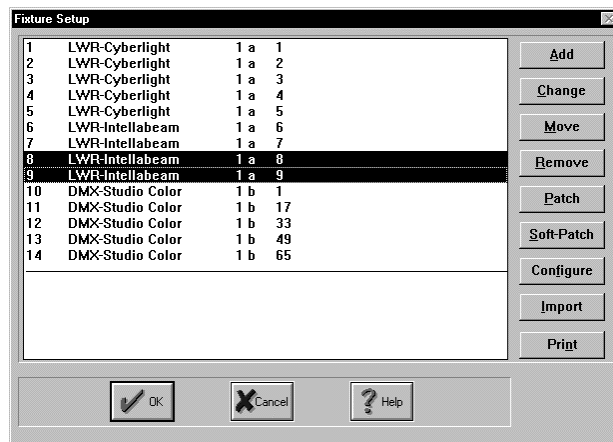


# Changing Fixture Types

## *Features*

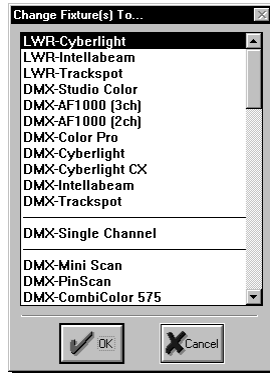
- Changing a fixture to a different type does not remove any Construct information for that fixture number from the saved Show file.
- Status Cue intelligently changes fixture types by matching up fixture data to retain programming.

## Steps to Change Fixture Types



- From the Patch window, select the fixtures to be changed
- Click the CHANGE button

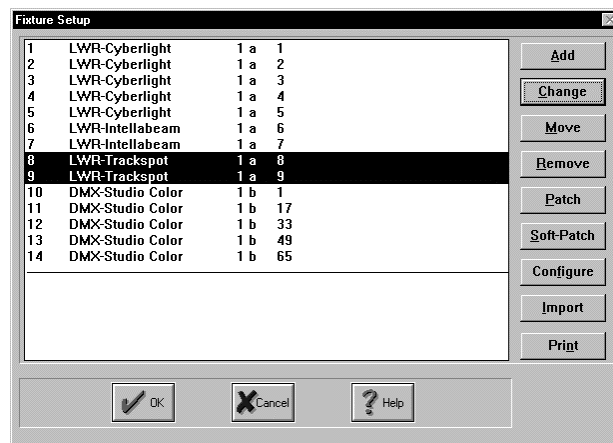
## Change Fixture To..



- Click on the desired Fixture Type in the Type window
- Click on OK

## The Setup Window

### *Changed Fixtures*

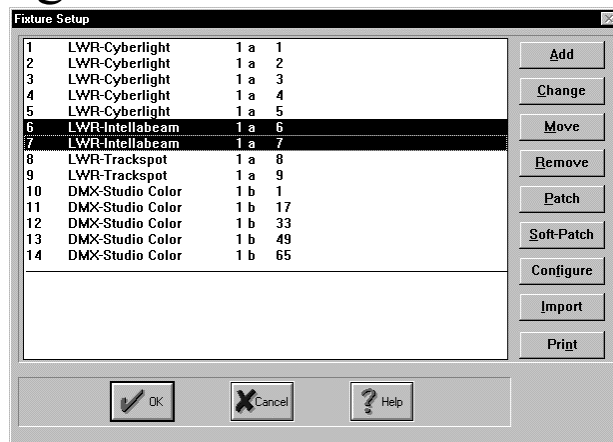


# Moving Fixtures

## *Features*

- Allows you to customize your softpatch addresses
- Moving does not change the Physical Address of the Fixture; it only changes the Softpatch Address of the Fixture

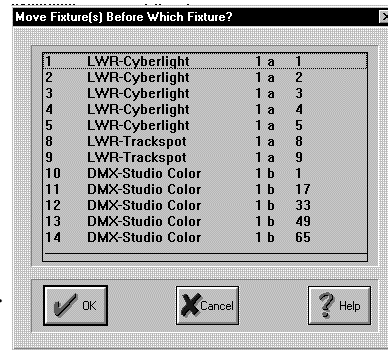
# Moving Fixtures



- From the Patch Window select the fixtures to be moved
- Click on the MOVE button

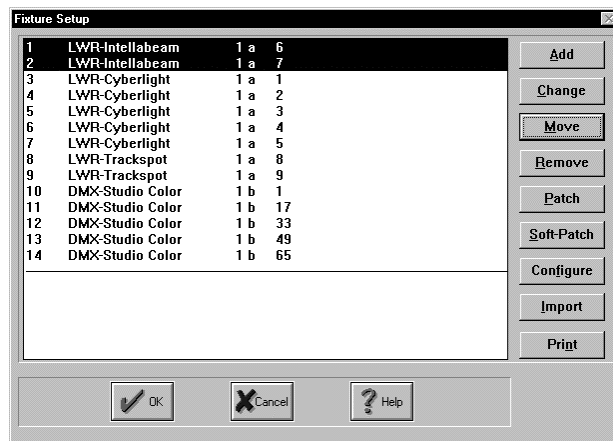
## Moving Fixtures

- Click on the fixture address line where you want to move the fixtures
- The fixture(s) will be moved before the fixture you select
- Only the Fixture's number will change; all recorded Scenes and Sequences remain intact

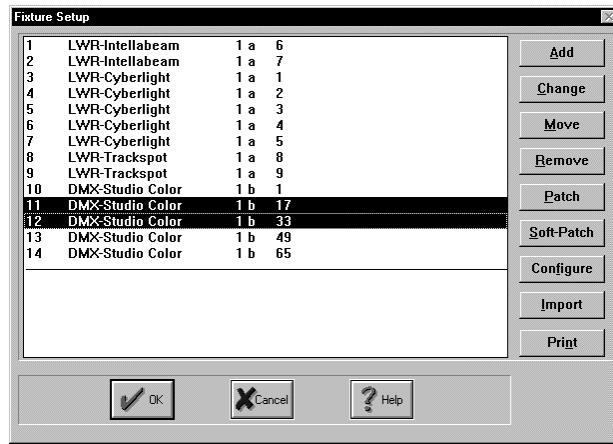


## The Setup Window

### *Moved Fixtures*

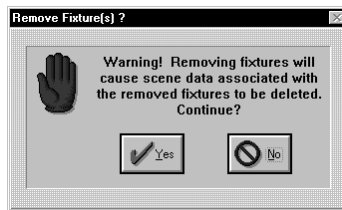


## Removing Fixtures from the Patch



- Select the fixtures to be removed
- Click on the REMOVE button

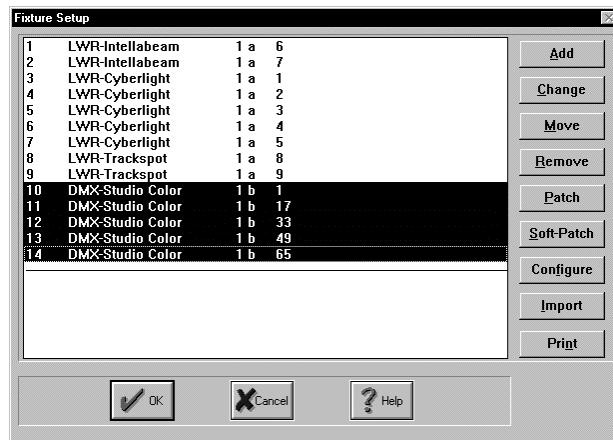
## Removing Fixtures



- Removing deletes all recorded information for the selected fixtures from the Show file
- Only choose this function if you never plan on using those fixtures in the Show; You will have to reprogram them back into your Show if you add them back later
- NOTE: *You can Unpatch a fixture to disable it from your show, yet still retain its data for future use.*

## Patching to Other LinkCards and Links *Assigning Fixture Addresses*

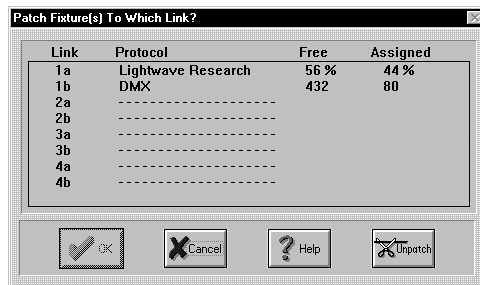
- Next you will need to Patch the fixtures to their correct linkcards and LinkCard lines
- Use the Mouse to select one or more fixtures in the Patch window:



- Click on the PATCH button to continue

## The LinkCard Patching Window

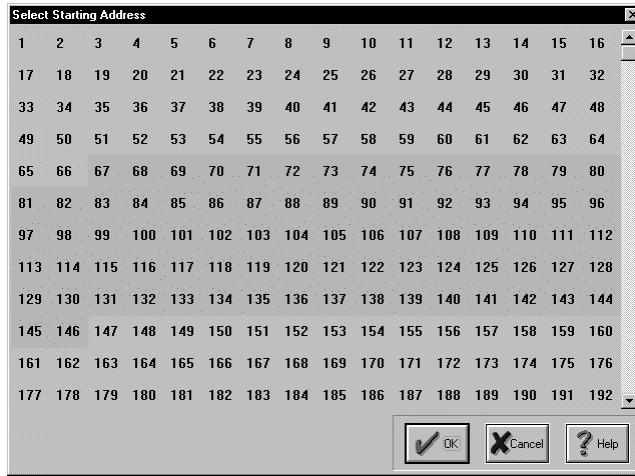
- Use the Mouse to Select the desired LinkCard and Line



- Double click on the number and the following window will appear:

## Patching to other Linkcards

- Click on the starting address for the fixtures



## The Address Window

### *Steps to assign Addresses*

- Using the Mouse, click on the address of the first of the selected fixtures
- Status Cue automatically assigns addresses to all of the selected fixtures
- These addresses will be the physical DIP Switch settings or MENU settings assigned at the fixtures

## Fixture LinkCard Patching

### *Another Method*

- Select the fixture or range of fixtures you wish to patch
- Quick Method
  - Press the AT key on the console or the “=” on the keyboard
  - Enter the LinkCard and address to patch to the selected Fixture Number or range of fixtures:

Enter starting channel...

1a1

Cancel OK

- Press Enter or click on OK

## Softpatching

### *Single Channel DMX*

Fixture Number	Fixture Name	Channel	Address	Dim	Xfade
7	LWR-Cyberlight	1 a	5		
8	LWR-Trackspot	1 a	8		
9	LWR-Trackspot	1 a	9		
10	DMX-Studio Color	2 a	67		
11	DMX-Studio Color	2 a	83		
12	DMX-Studio Color	2 a	99		
13	DMX-Studio Color	2 a	115		
14	DMX-Studio Color	2 a	131		
15	DMX-Single Channel	1 b	1	Dim	Xfade
16	DMX-Single Channel	1 b	2	Dim	Xfade
17	DMX-Single Channel	1 b	3	Dim	Xfade
18	DMX-Single Channel	1 b	4	Dim	Xfade
19	DMX-Single Channel	1 b	5	Dim	Xfade
20	DMX-Single Channel	1 b	6	Dim	Xfade
21	DMX-Single Channel	1 b	7	Dim	Xfade
22	DMX-Single Channel	1 b	8	Dim	Xfade
23	DMX-Single Channel	1 b	9	Dim	Xfade
24	DMX-Single Channel	1 b	10	Dim	Xfade
25	DMX-Single Channel	1 b	11	Dim	Xfade
26	DMX-Single Channel	1 b	12	Dim	Xfade

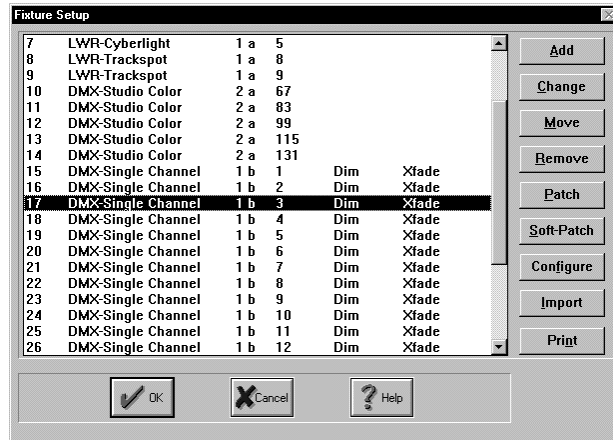
Buttons: Add, Change, Move, Remove, Patch, Soft-Patch, Configure, Import, Print

Bottom Buttons: OK, Cancel, Help



# Softpatching

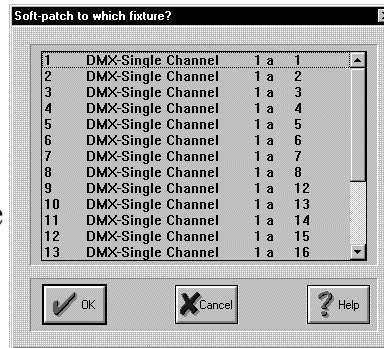
*Select a Fixture Number to Softpatch TO*



## Softpatching

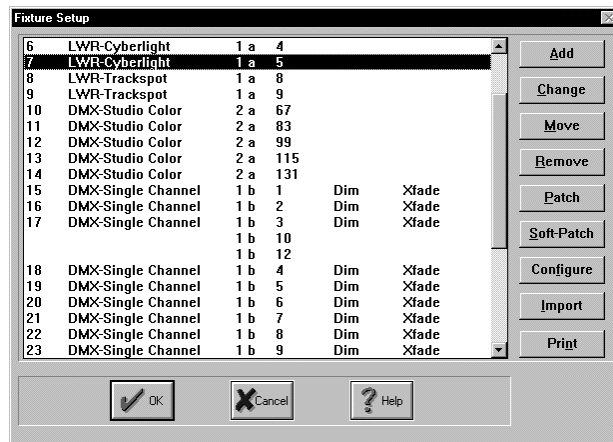
### *Two Methods*

- Button Method
  - Click the soft patch button
  - Click the DMX addresses to softpatch to the selected Fixture number
- Keyboard Method
  - Press the AT key on the console or “=” on the keyboard
  - Enter the DMX addresses to softpatch to the selected Fixture Number separated by commas



# Softpatching

## *Multiple DMX addresses Softpatched to one Fixture*

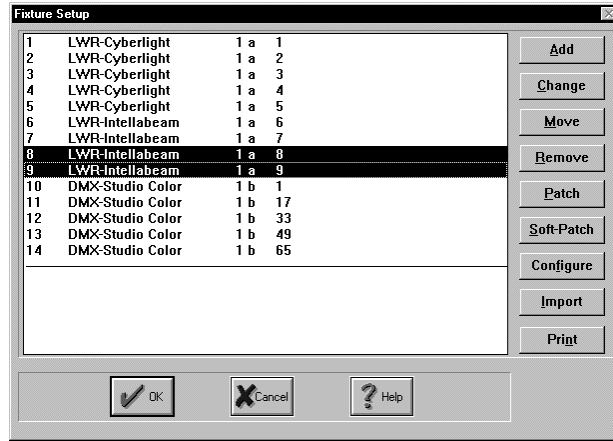


# Configuring Your Fixtures

## *Making Adjustments*

- Allows the programmer to configure the mirror's relationship to the trackball
- Allows the programmer to assign DMX channels as NON DIM and XFADE

## Configuring Fixtures



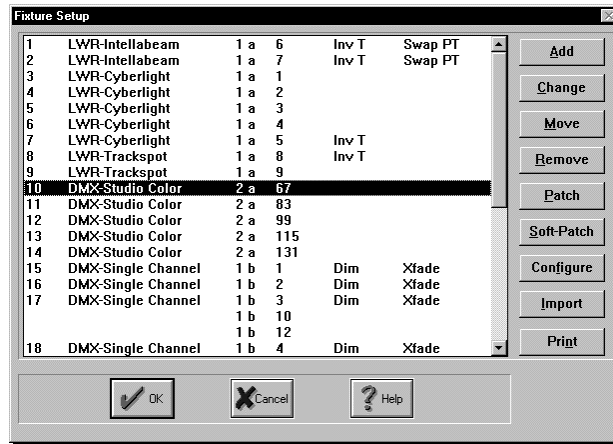
- Select the Fixtures to be configured
- Click on the CONFIGURE Button

## Configuring Fixtures



- Click on the Attribute(s) desired
- Click on OK or press ENTER when finished

## The Final Setup Window



- Click on OK to accept all changes

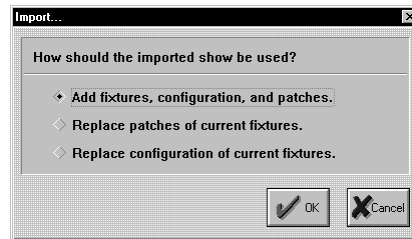
## Importing Configurations

### *Using an Existing Show Configuration*

- You may import a Show configuration from an existing Status Cue Show file into another Show file
- From the main Setup window click on IMPORT

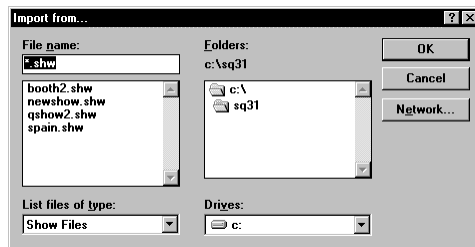
## Importing Configurations

- You will be prompted to select the desired configuration:



## Importing Configurations

### *Selecting the Show File*

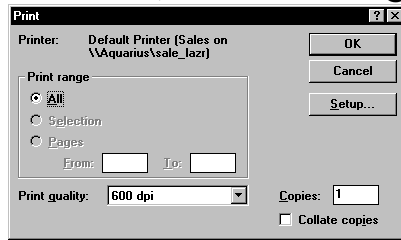


- Choose the Show to Import from

# Print

## *Printing the Fixture Setup Window*

- Click on Print, the following pops up:



- The Fixture Setup will be printed

## Hands On Exercise

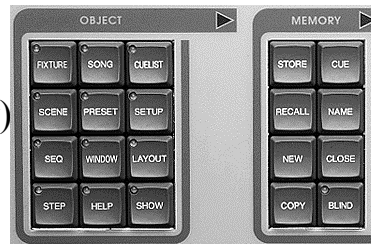
### *Show Setup*

- Setup a New Show patched and configured for your fixtures

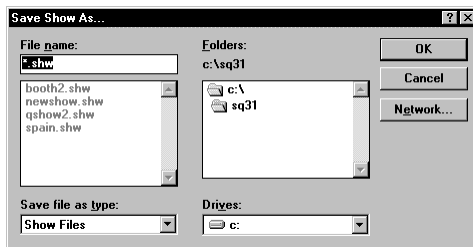
# Storing the Show Configuration

## *The Next Step*

- Once you have completed the Patch for your Show, it is wise to store your Show before going further
- To execute a Show store:
  - 1. Press SHOW (Object key)
  - 2. Press STORE (Memory key)
- TIP: execute a Show Store often to ensure your show is saved to disk

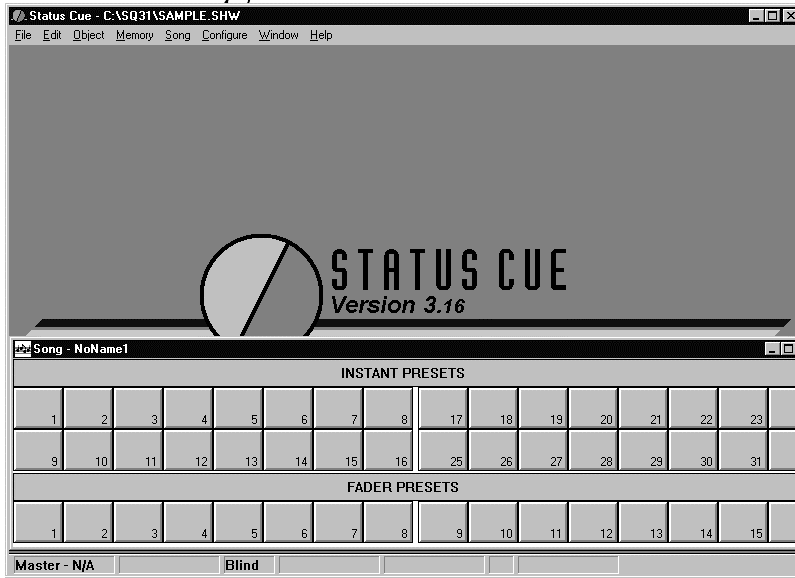


## Show Store Window



- Type in a name in the FILE NAME field
- Click on OK or press ENTER when finished

## After Storing the Show



- Status Cue will return to the Main window
- The Show Name appears at the top

## The Status Cue *Review*

- Scenes/Sequences
- Presets
- Songs
- Groups, Palettes, Macros
- Show Setup/Configuration



# CueLists

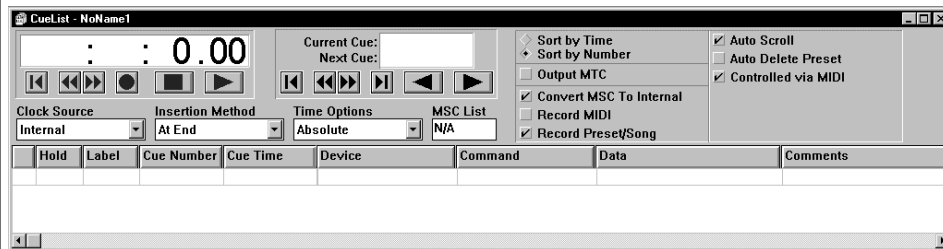
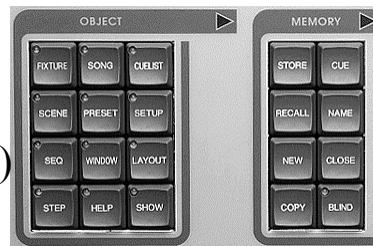
## Structuring Your Presets

- Cuelist New
- Cuelist Store
- Cuelist Recall

## The CueList

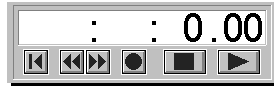
### *Creating a new CueList*

- 1. Press CUELIST (Object key)
- 2. Press NEW (Memory key)
- The CueList window will appear:

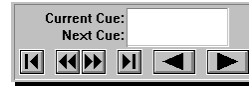


## The CueList window

### *Sections*



*Clock Window*



*Cue Window*

<input type="checkbox"/> Sort by Time <input checked="" type="checkbox"/> Sort by Number		<input checked="" type="checkbox"/> Auto Scroll <input type="checkbox"/> Auto Delete Preset	
<input type="checkbox"/> Output MTC		<input checked="" type="checkbox"/> Controlled via MIDI	
<input checked="" type="checkbox"/> Convert MSC To Internal <input type="checkbox"/> Record MIDI <input checked="" type="checkbox"/> Record Preset/Song			

Clock Source	Insertion Method	Time Options	MSC List
Internal	At End	Absolute	N/A

### *CueList Options*

Hold	Label	Cue Number	Cue Time	Device	Command	Data	Comments



*Wedgie*

*CueList*

## Building a Cue

### *Cue Insertion Methods*

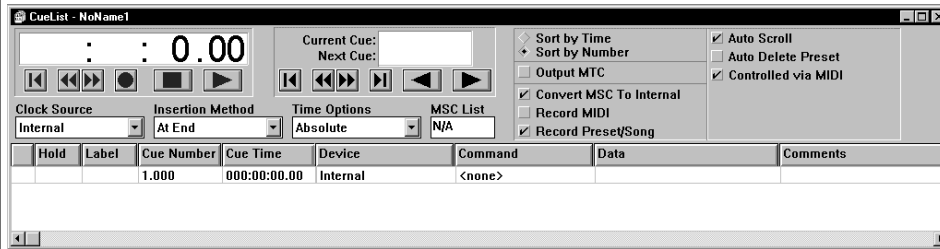
- Insert
- Preset Playback Insertion (live)
- Building Cues (theatrical)
- Snapshot
- Drag/Drop Scene & Sequence

## Cue Insertion Methods

### *Insert*




- With the CueList active, press INSERT (Keypad Control keys)
- This inserts a generic Cue into the CueList which you can then edit:



## Cue Insertion Methods

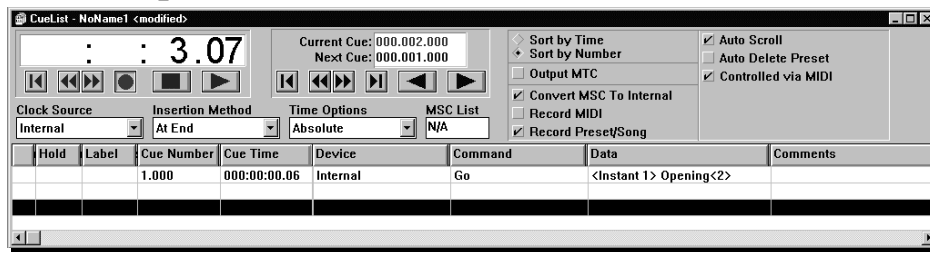
### *Preset Playback (live)*

- The CueList can also record Cues as you playback Presets
- First you will need to choose a clock source (NO CLOCK Source allows manual playback of Cues)
- You also select a CUE INSERTION Method (AT END is default)
- Once that has been decided, click on the round pink button  in the automatic playback section; it changes to RED and begins flashing

## Preset Playback (live) Insertion

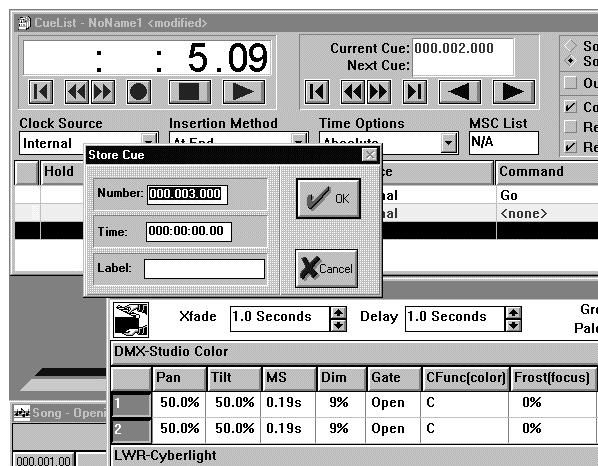
### *Recording your Playback*

- Begin playing Presets from the console
- The CueList will insert a Cue for each Preset in the list as you play each Preset
- To stop recording Cues, click on the square pink button next to the Record button



## Building Cues

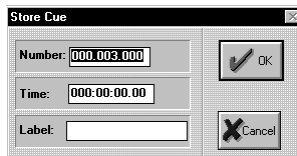
### *Theatrical Method*



## Building Cues (theatrical)

### *Storing Scenes & Sequences as Cues*

- With an Edit window active, press CUE (Memory keys)
- The Store Cue window will appear:



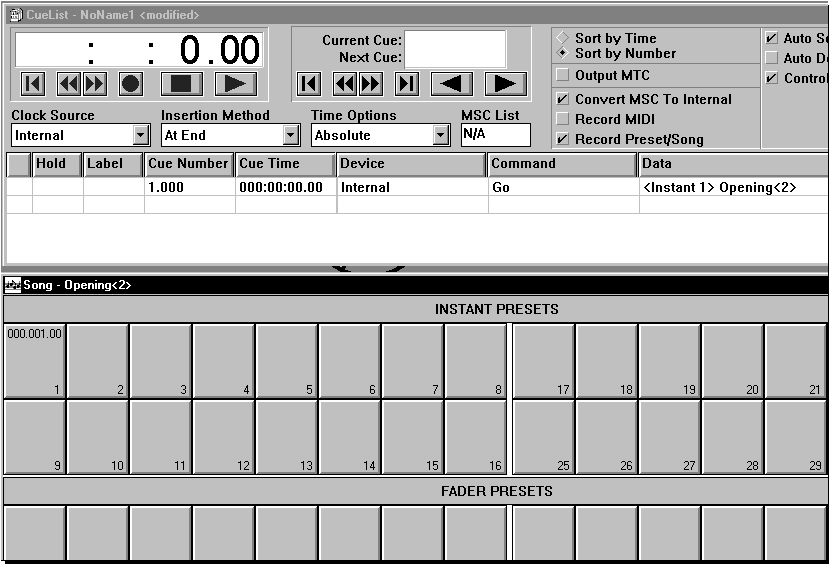
## Building Cues

### *Theatrical Method*

- Type in a Cue number and click on OK or press Enter
  - Press CUE (memory key) again to accept the default Cue number
- The Scene or Sequence will automatically be inserted into the CueList and Set to the next available Preset:

# Building Cues

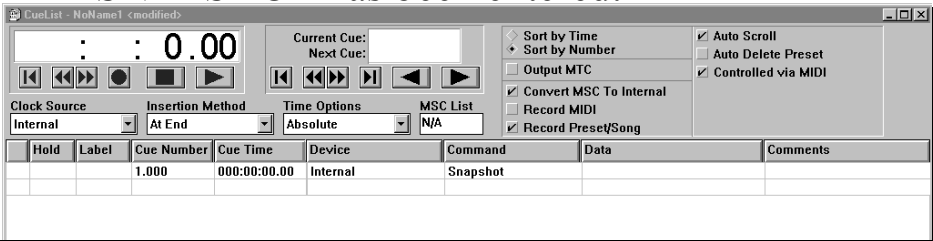
## Theatrical Method



# Snapshot

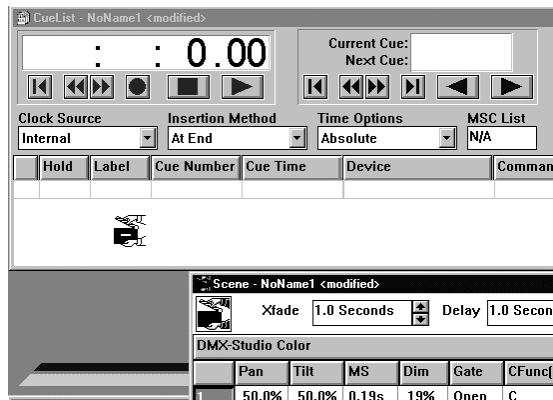
## Recording the Preset(s) State

- This method will take a SNAPSHOT of the current state of the board
  - 1. Press CUELIST (Object key)
  - 2. Press CUE (Memory key)
- In the COMMAND column of the CueList, SNAPSHOT has been entered:



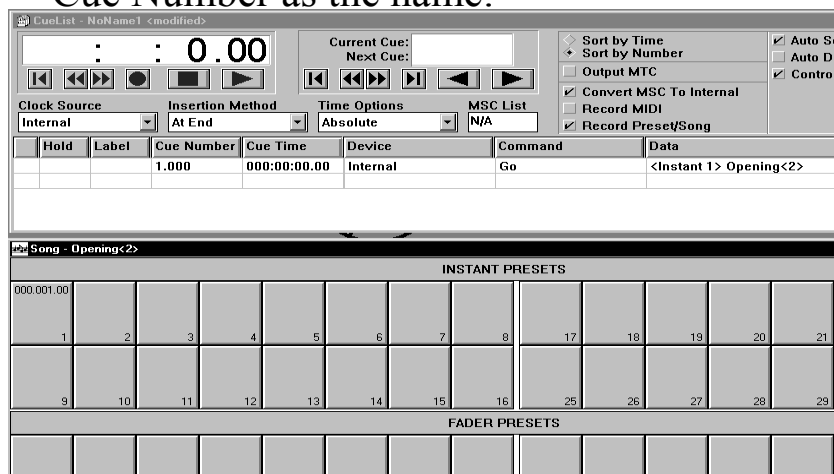
## Drag & Drop *Cue Insertion*

- You can create a cue easily by clicking on the Scene or Sequence icons, dragging the icon, and dropping it onto the CueList:



## Drag & Drop

- After creating a Cue in this method, the Cue is automatically SET to a Preset with the Cue Number as the name:




## Drag & Drop

### *CueList Options*

- You can move or copy Cues using Drag & Drop
- Select the Cue or Cues you wish to move
- Click and drag in the wedgie column to the new Cue location
  - Hold down CTRL (keyboard) to copy the Cue(s)



	Hold	Label	Cue Number	Cue Time	Device
			1	000:00:00.00	Internal
			2	000:00:00.00	Internal
			3	000:00:00.00	Internal
			4	000:00:00.00	Internal

- NOTE: When moving Cues Status Cue will ask if you want to keep your Cue times

## Editing Cue Preset Data

### *GET/GET*

- To edit a Cue, first select the Cue in the CueList
- Press GET (Song Keys) twice (GET/GET)
- Status Cue will “Get” the Preset that is linked to the selected Cue
  - You do not need to be in the same Song as the Preset
- When finished editing the Scene or Sequence, press SET (Song Keys) twice (SET/SET) to replace the Preset





## Editing Cues

### *Cue Times*

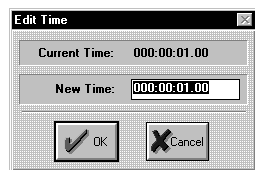
- To edit a Cue time, first select the Cue in the CueList
- Click and hold down the trackball button in the Cue Time Column
- While holding the trackball button, move the trackball up or down
- The top of the Cue Time Column will display a time edit box which allows you to add or subtract to the current Cue time
- The window will appear like this:

Clock Source		Insertion Method		Time Options		MSC List
Internal		At End		Absolute		N/A
Hold	Label	Cue Number	Cue Time	Device	Command	
		1.000	000:00:01.00	Internal	Go	
		2.000	000:00:01.00	Internal	<none>	
		3.000	000:00:03.00	Internal	Go	

## Editing Cue Times

### *A Second Option*

- You may also edit a Cue time by double clicking on the Cue Time of the selected Cue
- This window will appear:

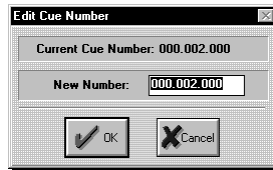


- Type in a new time and click OK or press ENTER

## Editing Cues

### *Changing the Cue Number*

- To edit a Cue Number first select a Cue, then double-click on the desired cue number in the Cue Number Column
- Type a new Cue Number in the following window and click on OK or press ENTER:



## Hands On Exercise

### *CueLists*

- Create a New CueList with the following Cues:
  - A Blank Cue
  - A Cue made via the Theatrical Method
  - A “Live” recording of Instant Presets 1-3

## Cue Playback

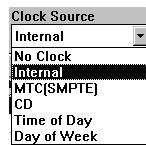
### *Options*

- You have several options for playing back cues:
  - 1. Using a Clock Source and clicking on the Clock Play button
  - 2. Selecting NO CLOCK source and using the trackball button in POS mode as the manual "GO" button
  - 3. Use an MSC device to trigger Cues

## Clock Source

### *Methods for Cue Playback*

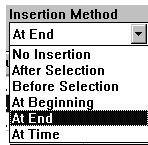
- You may choose from the following clock sources for automating the CueList



## Cue Insertion Methods

### *Where Will Cues Be Inserted?*

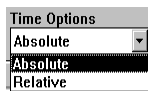
- Cues can be inserted into the CueList in any of the following ways:



## Absolute/Relative

### *Cue Time Display*

- Cue Times can be displayed in either of these two views:

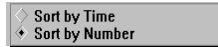


- Absolute: exact Cue time
- Relative: elapsed time after previous Cue

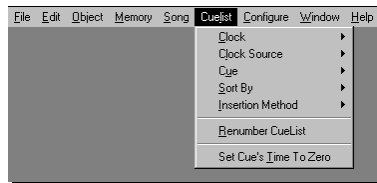
## Cue Sorting

### *Arranging Cues*

- The CueList can arrange the Cues in any list either by Cue Time or by Cue Number:



- NOTE: CueLists can be renumbered via the menu command:



## MIDI Input and Output

### *Using MIDI with Status Cue*

- The Status Cue can output the following to other MIDI devices:
  - MIDI Show Control (MSC) Commands
  - MIDI (note on, etc)
  - System Exclusive
  - MIDI Time Code (MTC)

## MIDI Input

### *Recording Options*

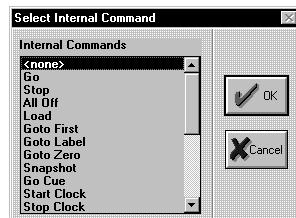


- Status Cue can convert MIDI SHOW CONTROL commands to Internal Commands
- Status Cue will receive external MIDI inputs and place their MIDI data into Cues for playback when this option is turned on
- Recording of Presets/Songs can be turned off

## Cue Commands

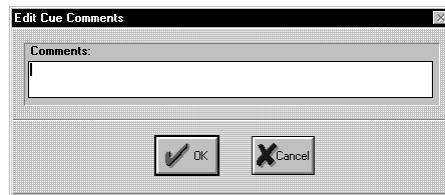
### *Internal Commands*

- To select a Cue Command, double-click on the COMMAND Column in the CueList
- Choose the command from this list and click on OK or press ENTER:



## Comments Column

- You can add comments to a Cue to help identify the Cue
- Select a Cue in the list, then double-click in the COMMENTS Column Box for that Cue
- Type a comment in the following window and click on OK or press ENTER:



## Data Column

### *Editing Data*

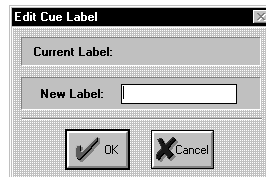
Command	Data
Go	<Instant 1> Opening<2>
<none>	

- You may change the Data a Cue plays back
- Select the Cue to be edited, double-click on the DATA Column of that Cue
- Enter the appropriate information for the Cue's Command
- The new data information will be displayed in the DATA Column

# Cue Labels

## *Editing Labels*

- Labels are markers for “goto label” Commands
- Labels can be assigned to each Cue
- To edit a Label, select a Cue in the list, double-click on the Label Column of that Cue
- Type in a new Label and click on OK or press ENTER:



# Storing a CueList

- To Store a CueList
  - 1. Press CUELIST (Object key)
  - 2. Press STORE (Memory key)
- The CueList Store window will appear:

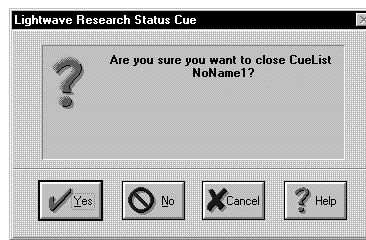


- Type in a Name and click OK or press ENTER



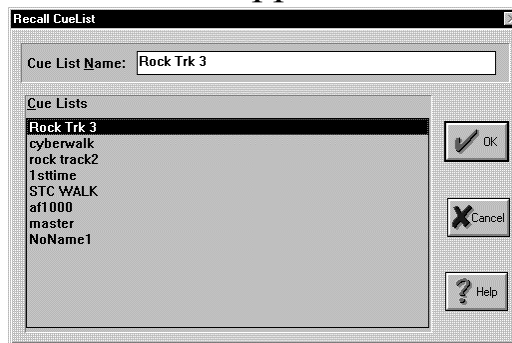
## Closing the CueList

- To close a CueList:
  - Press CUELIST (Object key)
  - Press CLOSE (Memory key)
- Status Cue prompts you before it closing the CueList:



## Recalling a CueList

- To open a CueList that has been stored:
  - Press CUELIST (Object key)
  - Press RECALL (Memory key)
- The Recall window appears:



- Click on the name of the list you want to open, then click on OK or press ENTER

## CueLists

### *Review*

- Adds greater flexibility to the software
- Allows the operator to playback Cues in a variety of ways
- Allows the Show to be completely automated

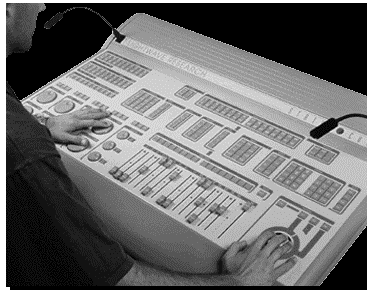
## Hands On Exercises

### *Building CueLists*

- Edit your original CueList's cue data for each Cue
- Build another CueList that plays all Presets in the current Show file with no 2 consecutive Cues from the same Song



## Status Cue Seminar *Day 4*



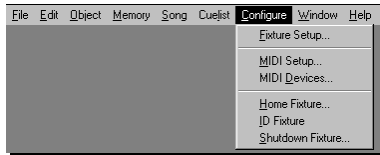
*Wednesday, June 21, 2000*

## MIDI and the Status Cue *Controllability*

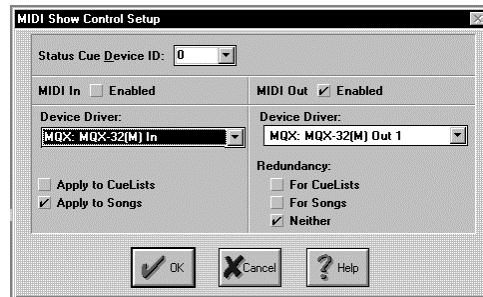
- MIDI Setup
- Using External Devices
- Building Command Cues

## MIDI Setup

### *Configuring Status Cue for MIDI*



- Click on CONFIGURE in the menu and scroll down to MIDI Setup
- This window will appear:



## MSC Setup

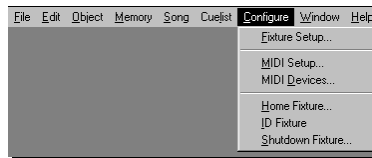
### *Features of this Window*

- Setting a Device ID
- MIDI In/Out Enable
- Applying MIDI
- Choosing a Device driver
- Setting up a Redundant system

## MIDI Devices

### *Editing Devices*

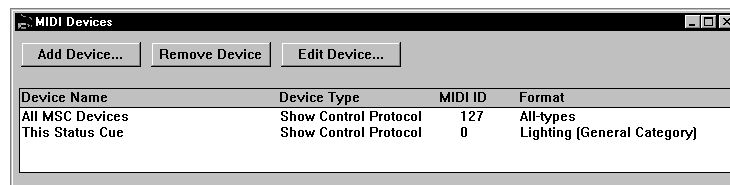
- To add, remove, and edit MIDI devices in your show, click on the CONFIGURE Menu item and scroll down to MIDI DEVICES:



## MIDI Devices

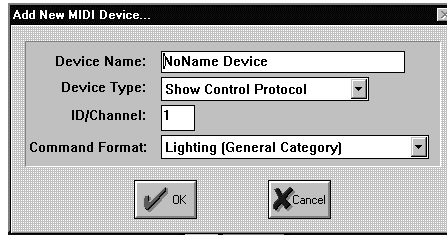
### *The DEVICE Window*

- You may ADD, REMOVE, and EDIT any MIDI Device



## Adding a New Device

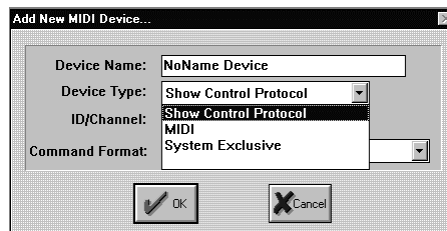
- Click on ADD DEVICE in the previous window and this box appears:



## Editing Devices

### *Device Type Window*

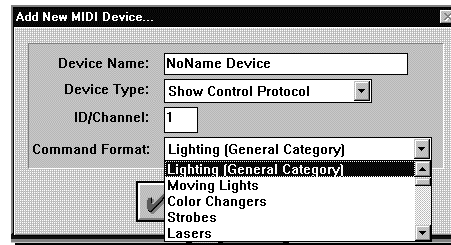
- You may edit a device after it is created easily
- There are options for Device Types:



## Editing Devices

### *The Command Format Window*

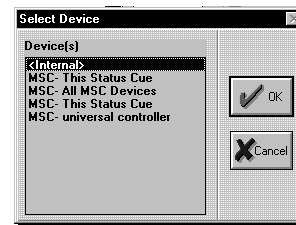
- You can also edit the MSC Command Format that an MSC device will follow:



## Midi Devices

### *Selecting a Different Device*

- Once a device has been created, it is included in the Device List
- To access this list, Select a Cue in the CueList, then double-click on the Device column of the desired Cue
- Select a new device from this window and click on OK or press ENTER:



## Building MIDI Cues

- In the CueList, insert a Blank Cue
- Double-click in the Device column and select a MIDI device
- Double-click in the Command column and select a MIDI type Cue
- Double-click in the Data Column and enter the appropriate MIDI information
- When this Cue is played back, it will send this command out to the external device provided:
  - MIDI Out is enabled in the MSC Setup window
  - The external device has been assigned an ID number both in the Status Cue and at the device

## Customizing Status Cue

### *User Preferences*

- Status Cue allows the programmer the ability to assign specific preferences for certain features of the software

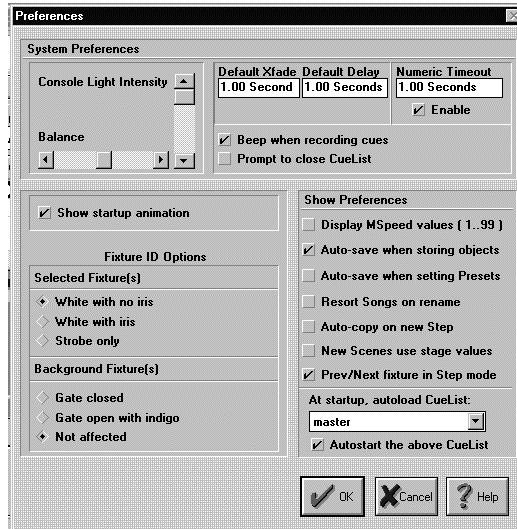


# The Preference Window

- To set your preferences, click on the File Menu item and scroll down to PREFERENCES:

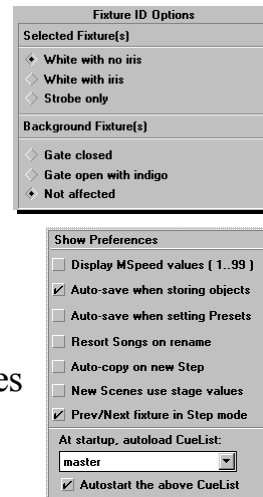


- The PREFERENCE window will appear:



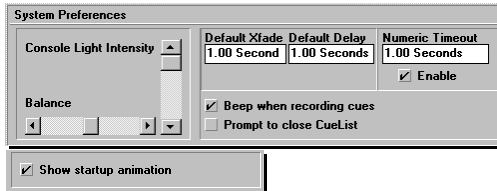
## Show Preferences *Highlights*

- Show Preferences
  - Fixture Identification Options
  - MSPEED Value Display
  - Auto Save options
  - Resort Songs on Rename
  - Auto Copy on New Step
  - New Scenes/Seq use Stage Values
  - Prev/Next Keys in Step Mode
  - Auto Load/Start a CueList



# Show Preferences

## *Highlights*



- System Preferences
  - Console Little Lights
  - Default Xfade and Delay
  - Numeric Timeout
  - CueList Options
  - Startup Animation

## Backing Up Your Show

- Archive
- Unarchive

## Archiving The Show

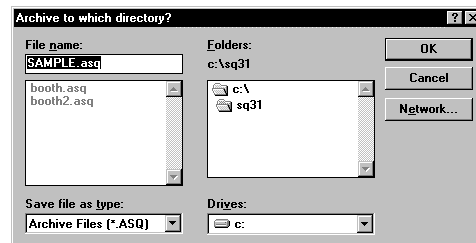
### *Why Archive?*

- Saving the Show file breaks the show into independent files (example "x.scn" and "x.cue")
- Archiving condenses all of these independent Show files into one file (example "x.asq") that fits onto a floppy
- TIP: Archive your show daily while programming to ensure you have a backup

## Archiving the Show

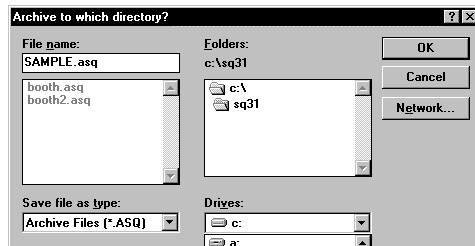
### *Making a Backup*

- To archive a Show first store the Show you are working in
- Click on the FILE Menu Item and scroll down to ARCHIVE
- The following window will appear:



## Archiving *Different Drives*

- Archiving to a floppy disk is also recommended
- In the ARCHIVE Window select "a:" :



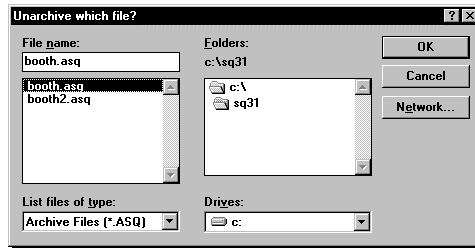
## Unarchiving a Show File *Loading a Show*

- Once a Show has been archived, you must UNARCHIVE it to use it
- To Unarchive, click on the FILE Menu item and scroll down to UNARCHIVE
- The following window pops up:



## Unarchiving a Show

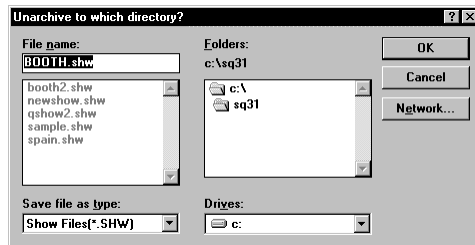
### *Choosing the Archive*



- In this window you select the drive where the Archived file is located
- Select the Archived file name
- Click on OK or press ENTER

## Unarchiving a Show

### *Which Directory?*



- Status Cue asks you which directory to unarchive the Show file into
- All Show files should be in the current SQ Directory unless you specify otherwise
- You can change the Show in this window

## Hands On Exercise

### *Using Archive & Unarchive*

- Archive your Show to a floppy
- Exchange floppy disks with a neighboring console
- Unarchive that Show on your computer
- Import your original show's configuration

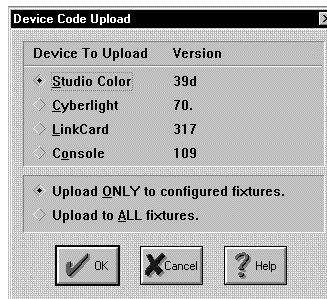
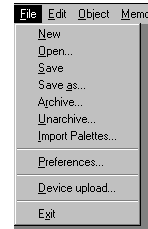
## Device Uploading

### *Additional Information*

- Status Cue allows you to upload software to the fixtures directly from the console
- Upload supports these fixtures:
  - Cyberlight
  - Studio Color
  - Console
  - LinkCard
  - Any new fixtures from Lightwave Research

## Device Upload Window

- Click on File in the menu and scroll down to DEVICE UPLOAD
- This window will appear:



## Off-Line editing

### *Working Without a Console*

- Using any Windows based PC, you can easily access all elements of Status Cue
- Choose commands from the Menu bar on the top of the screen:



- Use the mouse to edit Scenes and Sequences
  - Left click on fixture numbers
  - Right click and drag (hold the button down) on the column of the construct you wish to edit:

DMX Studio Color												
	Pan	Tilt	MS	Dim	Gate	CFunc{color}	Color{b}	Frost{focus}	Lens{zoom}	Red	Green	Blue
1	50.0%	50.0%	0.19s	0%	Open	C	0% <1>	0%	0%	60%	100%	100%
2	50.0%	50.0%	0.19s	0%	Open	C	0% <1>	0%	0%	60%	100%	100%

## The Help Menu

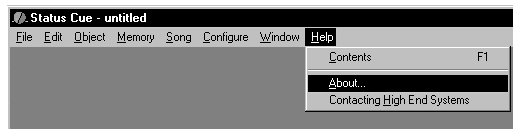
### *On-Line Manual*

- Help topics on all of Status Cue
  - Press HELP in the Object Group

## The HELP Menu

### *Gathering Information*

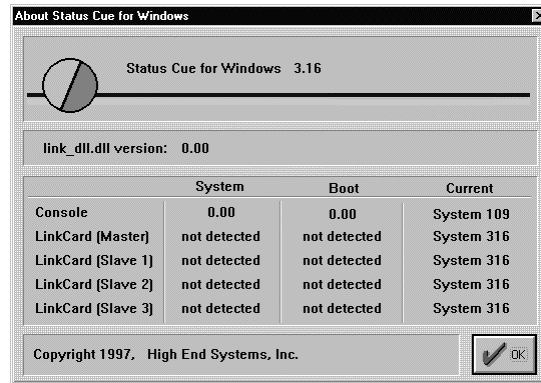
- ABOUT HELP displays the current Status Cue system software
- To access this, Click on HELP in the upper right corner of the window and drag down to ABOUT:





## About Help

### *System Information*



## *High End Systems*

### *Further Information Sources*

- **www.highend.com**
- **Show Technology magazine**
- **Status Cue User's Group**
- **Seminars**
  - **Programming**
  - **Technical**